STAGE 2 *Evolves from Flaaffy* Put Ampharos on the Stage 1 card

Ampharos 100 HP

Stage 2 Pokémon

ID: D-66-R

Thundershock Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

Reflect Energy If you have any Benched Pokémon and if there are any basic Energy cards attached to Ampharos, take 1 of those Energy cards and attach it to 1 of those Pokémon. 50

weakness resistance retreat cost

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STAGE 1

Evolves from Growlithe

Put Arcanine ex onto your Active Pokémon

Arcanine

90 HP

Stage 1 Pokémon

ID: C-64-8

Poké-BODY **Extreme Speed**

You pay ★ less to retreat Arcanine for each Energy attached to it.

Fire Blow You may discard any number of Fire Energy cards attached to Arcanine when you use this attack. If you do, flip a number of coins equal to the number of Fire Energy cards you discarded. This attack does 30 damage plus 30 more damage for each heads.

30+

weakness	resistance	retreat cost
		★ ★ ★

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STAGE 1

Evolves from Spinarak Put Ariados on the Basic Pokémon

Ariados

70 HP

Stage 1 Pokémon

ID: C-62-#

Poké-BODY **Gluey Slime**

As long as Ariados is in play, each player must pay an additional ✱ to retreat his or her Active Pokémon. Gluey Slime can't make a player pay more than an additional ✱ to retreat a Pokémon, even if there is more than 1 Ariados in play.

Spider Force Flip a coin. If heads, this attack does 20 damage plus 10 more damage. If tails, this attack does 20 damage and the Defending Pokémon is now Paralyzed. 20+

weakness resistance retreat cost

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34/62 ★

STAGE 1 Evolves from Marill Put Azumarill on one Basic Pokémon

Azumarill 70 HP

Stage 1 Pokémon

ID: C 65 A

Poké-POWER **Bubble Turn**

Once during your turn *(before your attack)*, if Azumarill is on your Bench, you may flip a coin. If heads, return Azumarill and all cards attached to it to your hand.

Aqua Sonic Don't apply Resistance. 40

weakness resistance retreat cost

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STAGE 2

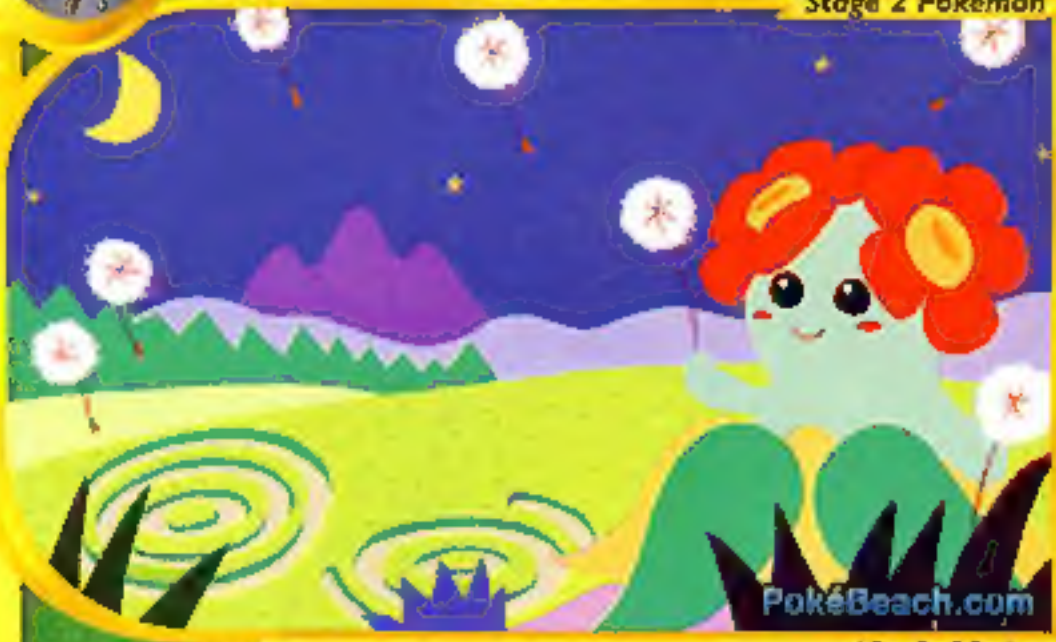
Evolves from Gloom

Put Bellossom on the Stage 1 card

Bellossom

90 HP

Stage 2 Pokémon



ID: D-59-#

Poké-POWER **Flower Supplement**

Once during your turn *(before your attack)*, you may flip a coin. If heads, attach 1 basic Energy card from your hand to 1 of your Benched Pokémon. This power can't be used if Bellossom is affected by a Special Condition.

Knife Leaf Flip 3 coins. This attack does 30 damage times the number of heads. 30x

weakness

resistance -30

retreat cost

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5/147

STAGE 1

Evolves from Chansey

Put Blissey on the Basic Pokémon

Blissey

120 HP

Stage 1 Pokémon

ID: C-73-8

Poké-POWER **Happy Healing**

Once during your turn *(before your attack)*, choose 1 of your Benched Pokémon and flip a coin. If heads, count the number of Energy attached to Blissey and then remove that many damage counters from the chosen Benched Pokémon. This power can't be used if Blissey is affected by a Special Condition.

Smash Bomber Flip a coin. If tails, this attack does nothing. 50

weakness resistance retreat cost

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6/147

STAGE 1

Evolves from Phanpy Put Donphan on the Basic Pokémon

Donphan

80 HP

Stage 1 Pokémon

ID: C-41-8

Earthquake Does 10 damage to each of your own Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)* 30

Double Stab Flip 2 coins. This attack does 40 damage times the number of heads. 40x

weakness | resistance | retreat cost

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71/147

STAGE 1

Evolves from Voltorb Put Electrode on the Basic Pokémon

Electrode

70 HP

Stage 1 Pokémon

ID: C-67-8

Poké-POWER **Super Dynamo**

Once during your turn *(before your attack)*, if Electrode is your Active Pokémon, you may flip a coin. If heads, choose a Energy card from your discard pile and attach it to 1 of your Pokémon. This power can't be used if Electrode is affected by a Special Condition.

Swift This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon. 30

weakness	resistance	retreat cost

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8/147 ★

Baby Pokémon counts as a Basic Pokémon

Elekid

30 HP

Baby Pokémon

ID: C-39-a

Evolves into Electabuzz Put Electabuzz on the Baby Pokémon

If your Active Pokémon is a Baby Pokémon and your opponent announces an attack, your opponent flips a coin (before doing anything else). If tails, your opponent's turn ends.

Energy Kick Flip a coin. If heads, choose an Energy card attached to the Defending Pokémon. Your opponent moves that card to 1 of his or her other Pokémon. (If your opponent has no Benched Pokémon, this attack does nothing.)

weakness resistance retreat cost

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9/147

Entei

70 HP

Basic Pokémon

ID: D-61-#

Poké-BODY **Pure Body**

To attach a Energy card from your hand to Entei, you must discard an Energy card attached to Entei. (Attach the Energy, and then discard an Energy from Entei.)

Burning Fang You may flip a coin. If heads, discard a Energy card attached to Entei and the Defending Pokémon is now Burned. 40

weakness resistance retreat cost

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STAGE 1

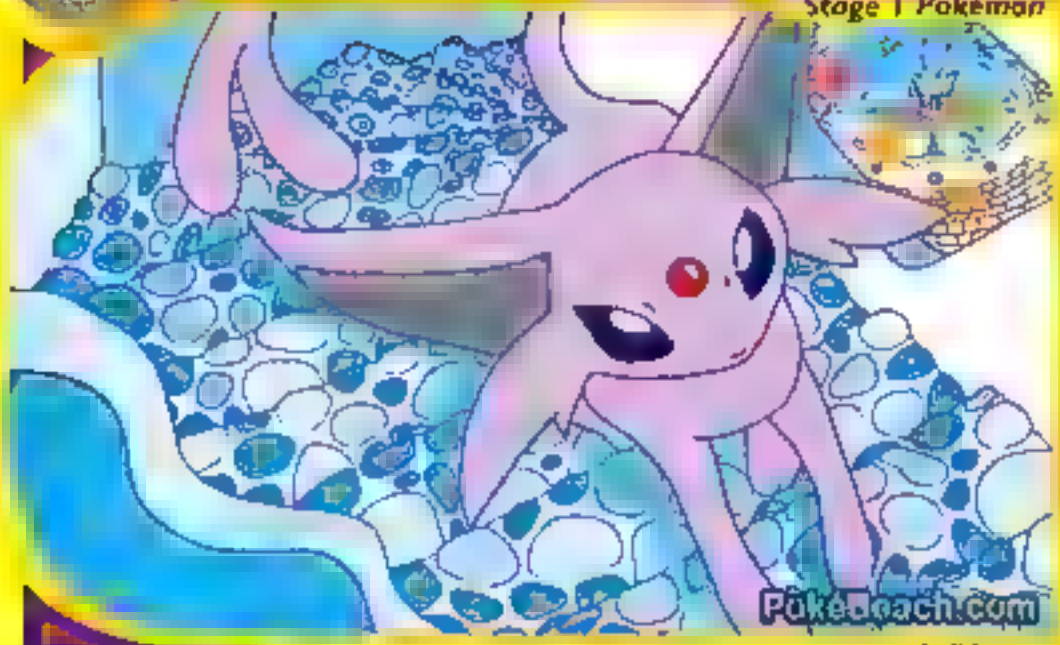
Evolves from Eevee

Put Espeon on your Bench.

Espeon

80 HP

Stage 1 Pokémon



ID C 70 #

Poké-POWER Energy Return

As often as you like during your turn *(before your attack)*, choose an Energy card attached to 1 of your Pokémon and return it to your hand. This power can't be used if Espeon is affected by a Special Condition.

Damage Blast Flip a number of coins equal to the number of damage counters on the Defending Pokémon. This attack does 30 damage plus 10 more damage for each heads. 30+

weakness resistance retreat cost

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STAGE 1

Evolves from Exeggcute

Put Exeggutor on the Basic Pokémon

Exeggutor

80 HP

Stage 1 Pokémon

PokéBeach.com

ID 0 58 #

Super Eggsplosion Discard any number of Energy cards attached to any of your Pokémon. Flip a number of coins equal to the number of Energy cards discarded this way. This attack does 40 damage times the number of heads.

40x

Called Shot Choose 1 of your opponent's Benched Pokémon. This attack does 0 damage times the amount of Energy attached to Exeggutor. *(Don't apply Weakness or Resistance for Benched Pokemon.)*

weakness	resistance	retreat cost

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12/147

STAGE 1

Evolves from Exeggcute

Exeggutor

80 HP

Stage 1 Pokémon

Big Eggsplosion Flip a number of coins equal to the amount of Energy attached to Exeggutor. This attack does 20 damage times the number of heads. 20×

Lateral Eggsplosion Flip a number of coins equal to the amount of Energy attached to all of your Benched Pokémon. This attack does 30 damage plus 10 more damage for each heads. 30+

weakness | resistance | retreat cost

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STAGE 1

Evolves from Houndour Put Houndoom on the basic Pokémon

Houndoom

80 HP

Stage 1 Pokémon

Smokescreen If the Defending Pokemon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing 10

Burn Up Flip a coin. If tails, discard all Energy cards attached to Houndoom. 60

weakness resistance retreat cost

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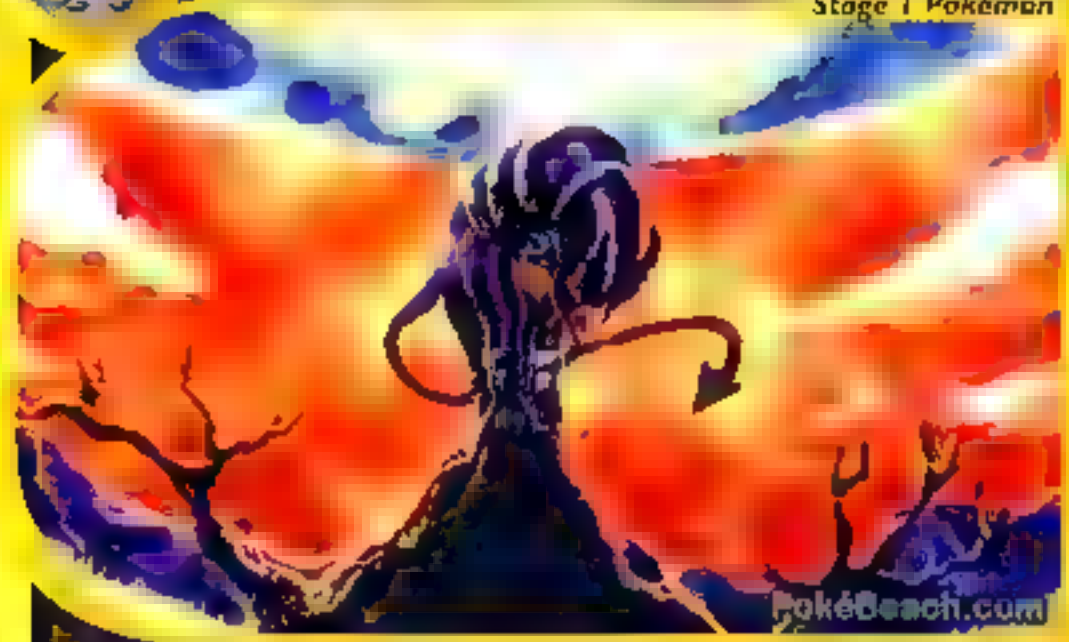
STAGE 1

Evolves from Houndour. Put Houndoom on the Basic Pokémon.

Houndoom 70 HP

Stage 1 Pokémon



Fireworks Flip a coin. If tails, discard a Energy card attached to Houndoom. 30

Dark Impact The Defending Pokémon can't use any Poké-Powers until the end of your opponent's next turn. 40

Weakness | Resistance | Retreat Cost

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15/147 ★

STAGE 1

Evolves from Drowzee

Hypno

80 HP

Stage 1 Pokémon

D C 69 #

Poké-POWER Pendulum

Once during your turn (before your attack), if Hypno is your Active Pokemon, you may make the Defending Pokemon Asleep. This power can't be used if Hypno is affected by a Special Condition.

Spiral Aura If the Defending Pokémon isn't Knocked Out by the damage from this attack, you may choose 1 of your opponent's Benched Pokemon and switch the Defending Pokémon with it. 30

weakness resistance retreat cost

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STAGE 2

Evolves from Skiploom

Put Jumpluff on the Stage 1 card

Jumpluff

70 HP

Stage 2 Pokémon

PokéBeach.com

ID C 63 #

Poké-BODY Fluff

During your opponent's turn, if Jumpluff would be damaged or affected by an opponent's attack and it already has at least 1 damage counter on it, flip a coin. If heads, prevent all effects of that attack (including damage)

Cotton Punch Flip 2 coins. This attack does 30 damage times the number of heads. 30x

weakness resistance retreat cost

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47/147

Jynx

60 HP

Basic Pokemon

Meditate This attack does 10 damage plus 10 more damage for each damage counter on the Defending Pokémon. 10+

Confuse Ray Flip a coin. If heads, the Defending Pokémon is now Confused. 20

weakness resistance retreat cost

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STAGE 2 Evolves from Seadra Put Kingdra on the Stage 1 card.

Kingdra 120 HP

Stage 2 Pokémon

ID D 64 #

Poké-POWER **Water Cyclone**

As often as you like during your turn *(before your attack)*, you may move a Energy card from your Active Pokémon to 1 of your Benched Pokémon This power can't be used if K ngdra is affected by a Special Condition

Rapids Flip a coin. If heads, discard 1 Energy card attached to the Defending Pokémon, if any 50

weakness resistance retreat cost

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STAGE 1 Evolves from Chinchou Put Lanturn on the Basic Pokémon

Lanturn 80 HP

Stage 1 Pokémon

ID D 41 e

Lightning Ball 20

Conduction Discard all Energy cards attached to Lanturn. Flip a number of coins equal to the number of Energy cards you discarded. This attack does 30 damage plus 40 more damage for each heads. 30+

weakness resistance retreat cost

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STAGE 1 *Evolves from Chinchou* Put Lanturn on the Basic Pokémon

Lanturn

80 HP

Stage 1 Pokémon

ID 0 65 #

Poké-POWER **Ion Coating**

You may use this power once during each of your turns *(before your attack)*. All Energy attached to your Active Pokémon becomes Energy for the rest of the turn. (This effect ends if your Active Pokémon retreats or is returned to your hand.) This power can't be used if Lanturn is affected by a Special Condition.

Electric Tackle This attack does 20 damage plus 10 more damage for each Energy attached to Lanturn. Flip a coin. If tails, Lanturn does 10 damage to itself for each Energy attached to it. **20+**

weakness	resistance	retreat cost

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STAGE 1 — Evolves from Magnemite — Put Magneton on the Basic Pokémon

Magneton — 70 HP

Stage 1 Pokémon

Poké-POWER

Once during your turn (before your attack), if Magneton is your Active Pokémon, you may flip a coin. If heads, choose 2 of your opponent's Pokémon that have Energy cards attached to them. Choose 1 of the Energy cards attached to each of those Pokémon and switch them between the Pokémon. This power can't be used if Magneton is affected by a Special Condition.

Steel Wave — 30

This attack does 10 damage to each of your opponent's Benched Pokémon that are the same type (color) as the Defending Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness — resistance — retreat cost

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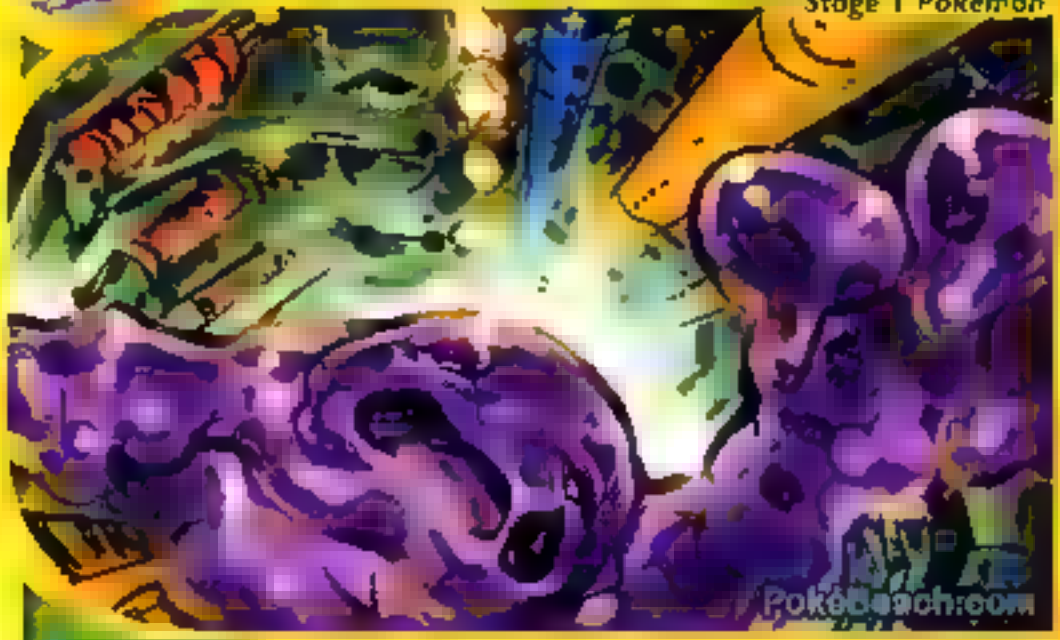
22/147

STAGE 1 Evolves from Grimer Put Muk on the Basic Pokémon

Muk

70 HP

Stage 1 Pokémon



Poké-BODY **Heavyweight**

As long as there is a Energy attached to Muk, you must pay an additional to retreat it.

Burning Sludge Flip a number of coins equa to the amount of Energy attached to Muk. If any of them are heads, the Defending Pokémon s now Poisoned and Burned. 10

weakness resistance retreat cost

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STAGE 2 Evolves from Nidorino Put Nidoking on the Stage 1 card

Nidoking 110 HP

Stage 2 Pokémon

D C 7 . 8

Poké-POWER Earth [illegible]

Once during your turn (before your attack), if Nidoking is your Active Pokémon, you may flip a coin. If heads, put a damage counter on each of your opponent's Benched Pokémon. This power can't be used if Nidoking is affected by a Special Condition.

Giant Horn Flip a coin. If heads, this attack does 50 damage plus 30 more damage. 50+

weakness resistance retreat cost

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STAGE 1 Evolves from Vulpix Put Ninetales on your bench. Poké-Body

Ninetales 80 HP

Stage 1 Pokémon

Miracle Tail Flip a coin. If heads, choose a Special Condition (*Asleep, Burned, Confused, Paralyzed, or Poisoned*). The Defending Pokémon is now affected by that Special Condition. 10

Roasting Heat If the Defending Pokémon is Burned, this attack does 40 damage plus 20 more damage. 40+

weakness resistance retreat cost

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Nkus, Kagayama Himano 25/147

STAGE 1 Evolves from Remoraid Put Octillery onto your Bench Pokémon

Octillery

80 HP

Stage 1 Pokémon

rD D 6J #

Poké-BODY **Suction Cups**

As long as Octillery is your Active Pokémon, whenever the Defending Pokémon retreats, discard all Energy cards attached to the Defending Pokémon when it goes to the Bench

Smokescreen If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. 40

weakness resistance retreat cost

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STAGE 1 Evolves from Paras Put Parasect on the Basic Pokémon

Parasect

70 HP

Stage 1 Pokemon

PokéBeach.com

Sleep Inducer Choose 1 of your opponent's Benched Pokémon and switch the Defending Pokémon with it. The new Defending Pokémon is now Asleep.

Rapture Pollen Flip a coin. If heads, the Defending Pokemon is now Asleep. If tails, remove 2 damage counters from Parasect. 20

weakness resistance retreat cost

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STAGE 1

Evolves from Porygon

Put Porygon2 on the Basic Pokémon

Porygon2

70 HP

Stage 1 Pokémon

ID C 42 #

Backup

Once during each of your turns *(before your attack)*, if you have 2 or fewer cards in your hand, you may draw cards from your deck until you have 3 cards in your hand. This power can't be used if Porygon2 is affected by a Special Condition.

Hypnotic Ray The Defending Pokémon is now Asleep. 20

weakness | resistance | retreat cost

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STAGE 1

Evolves from Monkey Put Primeape on the Basic Pokémon

Primeape

80 HP

Stage 1 Pokémon

.D D 43 #

Karate Chop Damage from this attack is reduced by 10 for each damage counter on Primeape. 40-

Sudden Charge Primeape does 10 damage to itself. Then, your opponent switches the Defending Pokemon with 1 of his or her Benched Pokémon, if any. 40

weakness resistance retreat cost

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STAGE 1

Evolves from Wooper Put Quagsire on the Basic Pokémon

Quagsire

80 HP

Stage 1 Pokemon

ID C 38 X

Water Gun This attack does 20 damage plus 10 more damage for each Energy attached to Quagsire but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. 20+

Slam Flip 2 coins. This attack does 50 damage times the number of heads. 50×

weakness resistance retreat cost

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30/147

STAGE 1

Evolves from Ponyta Put Rapidash on the Basic Pokémon

Rapidash

70 HP

Stage 1 Pokémon

Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Rapidash. 10

Gallop Flip a coin. If heads, discard a Energy card attached to Rapidash and this attack does 30 damage plus 20 more damage 30+

weakness resistance retreat cost

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STAGE 1

Evolves from Scyther

Put Scizor on the Basic Pokémon

Scizor

80 HP

Stage 1 Pokemon

Poké-BODY

Scizor can't be Poisoned.

Snatch Before doing damage, you may choose 1 of your opponent's Benched Pokemon with no damage counters on it and switch the Defending Pokémon with it. 20

Heavy Metal Flip a number of coins equal to the amount of ⚙ Energy attached to Scizor. This attack does 30 damage plus 20 more damage for each heads. 30+

weakness | resistance | retreat cost

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32/147

STAGE 1 Evolves from Slowpoke Put Slowbro on the Basic Pokémon

Slowbro 80 HP

Stage 1 Pokémon

PokéBeach.com

ID D 40 #

Poké-BODY **Dense Body**

Any damage done to Slowbro by attacks from Basic Pokémon (excluding Baby Pokémon) is reduced by 20.

Energy Cannon This attack does 30 damage plus 10 more damage for each Energy attached to Slowbro but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. 30+

weakness resistance retreat cost

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STAGE 1

Evolves from Slowpoke

Slowking

80 HP

Stage 1 Pokemon

.0 0 67 #

Bursting Hand Look at your opponent's hand. This attack does 10 damage times the number of Energy cards there. 10x

Shuffle Attack Look at a number of cards on top of your opponent's deck equal to the number of Energy cards attached to the Defending Pokémon. Put those cards in any order and then put them back on top of your opponent's deck. 40

weakness resistance retreat cost

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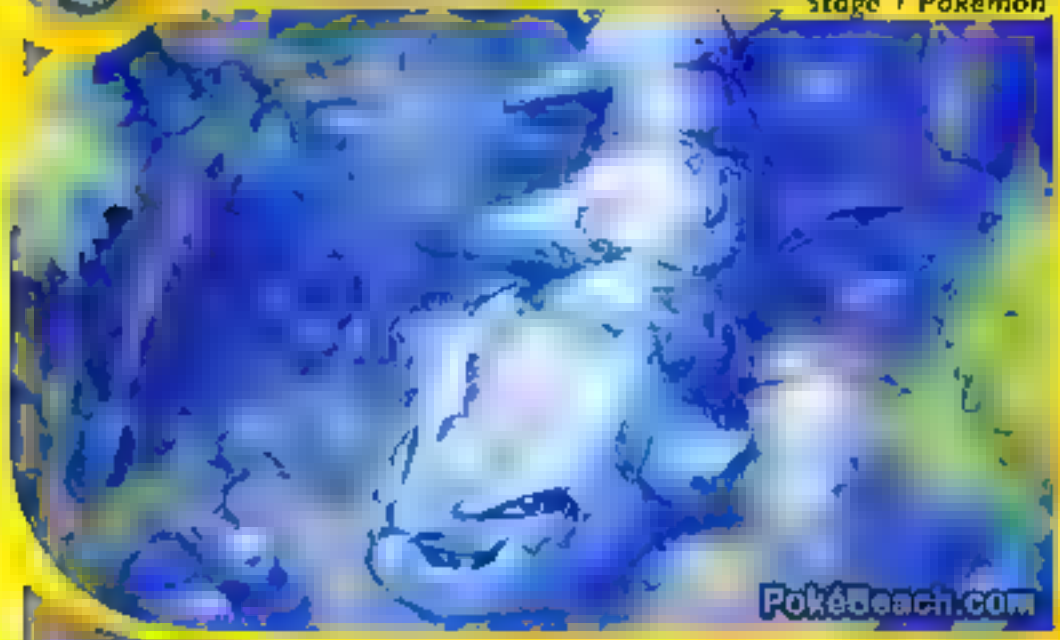
STAGE 1 Evolves from Onix Put Steelix on the Basic Pokémon

Steelix 100 HP

Stage 1 Pokémon



Earth Rift This attack does 0 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness or Resistance for Benched Pokémon.) Then, flip a coin. If tails, this attack can't be used during your next turn. **10**

Iron Smash Flip 2 coins. If both are heads, this attack does 50 damage plus 20 more damage. If both are tails, this attack does nothing. If [illegible]s heads and [illegible]s tails, this attack just does 50 damage. **50+**

weakness resistance retreat cost

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Sudowoodo

60 HP

Basic Pokémon

.0 0 68 #

Copy Choose of the Defending Pokemon's attacks. Copy copies that attack. This attack does nothing if Sudowoodo doesn't have the Energy necessary to use that attack. *(You must still do anything else required in order to use that attack.)*

Energy Draw Search your deck for a basic Energy card and attach it to Sudowoodo. Shuffle your deck afterward.

weakness resistance retreat cost

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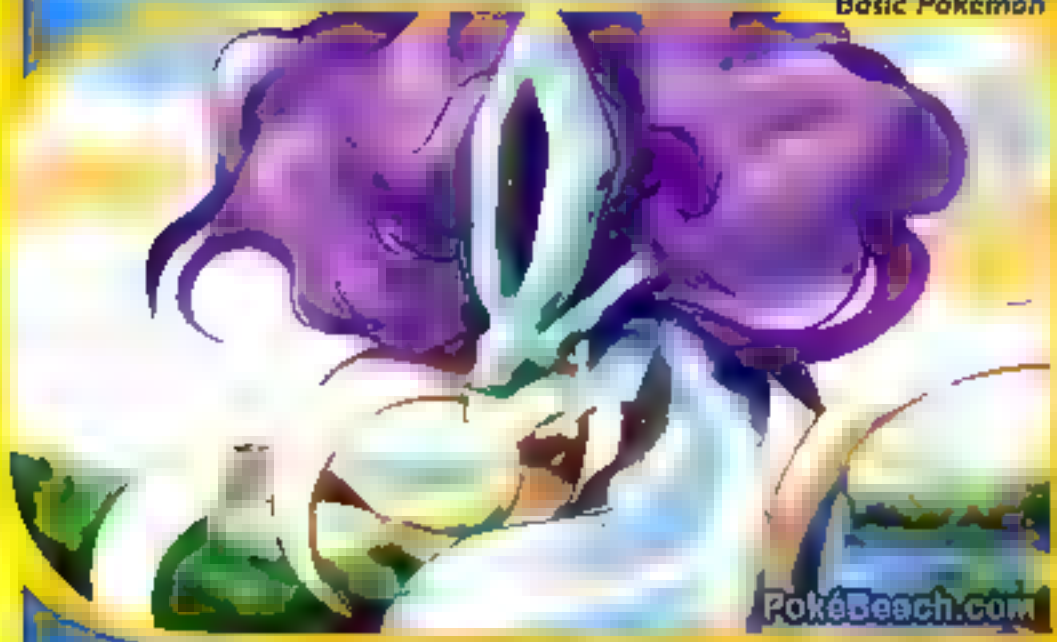
Suicune

70 HP

Basic Pokémon



ID C 66 4

Poké BODY **Pure Body**

To attach a Energy card from your hand to Suicune, you must discard an Energy card attached to Suicune. (Attach the Energy, and then discard an Energy card from Suicune.)

Hypno Wave Flip a coin. If heads, this attack does 30 damage plus 20 more damage. If tails, this attack does 30 damage and the Defending Pokémon is now Asleep. 30+

weakness resistance retreat cost

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37/147

STAGE 1 Evolves from Tentacool Put Tentacruel on one Basic Pokémon

Tentacruel 70 HP

Stage 1 Pokémon

ID D 62 #

Poké-POWER **Strange Tentacles**

Once during your turn (before your attack), as long as the number of Energy cards attached to the Defending Pokémon is less than the number of Energy cards attached to your Active Pokemon, you may choose an Energy card if any, in your opponent's discard pile and attach it to the Defending Pokémon. This power can't be used if Tentacruel is affected by a Special Condition.

Poison Sting Flip a coin. If heads, the Defending Pokemon is now Poisoned. 20

weakness	resistance	retreat cost
ϟ		

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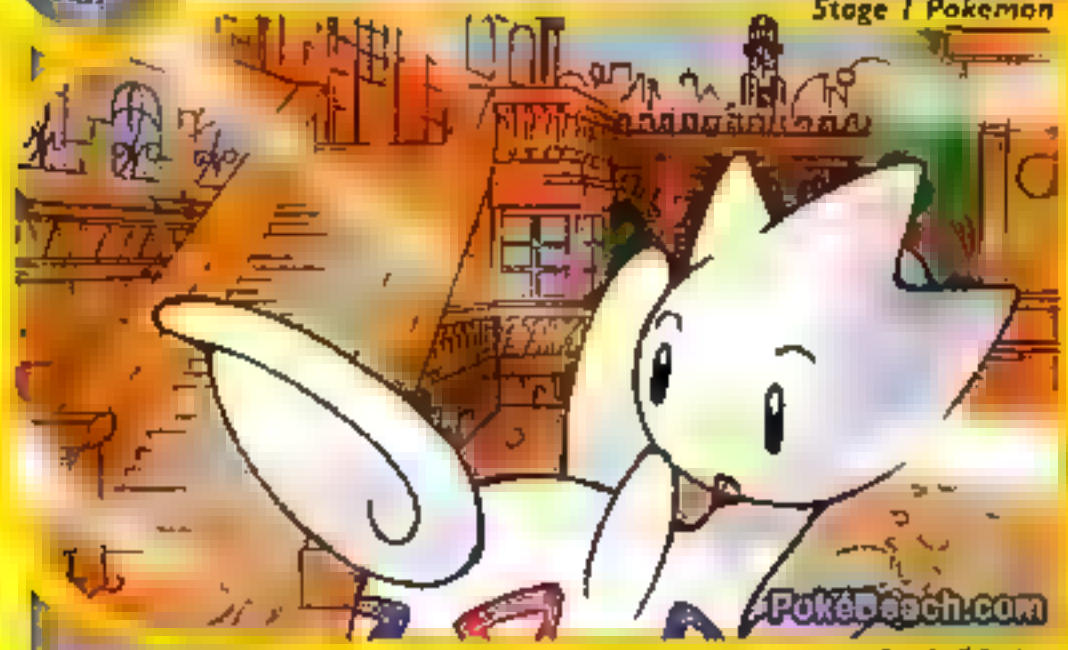
38/147

STAGE 1 Evolves from Togepi Put Togetic on the Basic Pokémon

Togetic

60 HP

Stage 1 Pokemon



D C 72 #

Poké-POWER **Miracle Shift**

Once during your turn *(before your attack)*, discard a basic Energy card attached to 1 of your Pokémon. Then, choose a basic Energy card from your discard pile and attach it to that Pokémon. This power can't be used if Togetic is affected by a Special Condition.

Mini-Metronome Flip a coin. If heads, choose 1 of the Defending Pokémon's attacks. Mini-Metronome copies that attack except for its Energy cost. *(You must still do anything else required in order to use that attack. (No matter what type the Defending Pokémon is, Togetic is still [C].)* Togetic performs that attack.

weakness resistance retreat cost

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STAGE 2

Evolves from Pupitar — Put Tyranitar on the Stage 1 card.

Tyranitar 120 HP

Stage 2 Pokémon

Destructive Roar Flip a coin. If heads, discard 1 Energy card attached to 1 of your opponent's Pokémon.

Tail Slap 30

Gigacrush Each player discards the top 3 cards from his or her deck. 60

weakness — resistance — retreat cost

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48/147

STAGE 1 — Evolves from Eevee — Put Umbreon on the Basic Pokémon

Umbreon — 80 HP

Stage 1 Pokemon

D C TA #

Poké POWER — Dark Moon

As long as Umbreon is your Active Pokémon and has a Energy attached to it, once during your turn (before your attack), you may look at your opponent's hand. Choose from it a number of cards up to the number of Energy attached to Umbreon and shuffle them into your opponent's deck. Your opponent then draws the same number of cards from his or her deck. This power can't be used if Umbreon is affected by a Special Condition.

Shadow Bind — The Defending Pokémon can't retreat during your opponent's next turn. — 30

weakness | resistance | retreat cost

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41/147 ★

STAGE 2 Evolves from Weepinbell Put Victreebel on the Stage 1 card

Victreebel 90 HP

Stage 2 Pokémon

Poké-POWER **Fragrance Trap**

Once during your turn (before your attack), you may flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch the Defending Pokémon with it. This power can't be used if Victreebel is affected by a Special Condition.

Corrosive Acid Flip a coin. If heads, the Defending Pokémon is now Burned. 40

weakness resistance retreat cost

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STAGE 2

Evolves from Gloom

Put Vileplume on the Stage 1 card

Vileplume

100 HP

Stage 2 Pokémon

ID D 56 #

Poison Scent Flip a coin. If heads, the Defending Pokémon is now Poisoned and Confused. If tails, the Defending Pokémon is now Poisoned and Asleep.

Addictive Pollen Flip a coin. If heads, your opponent can't play Supporter cards during his or her next turn. 40

weakness | resistance | retreat cost

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Zapdos

80 HP

Basic Pokémon

10 C 68 8

Poké-BODY **Anti-Lightning**

You can't attach Energy cards from your hand to Zapdos.

Plasma If there are any Energy cards in your discard pile, flip a coin. If heads, attach 1 of them to Zapdos. 10

Lightning Storm Flip a coin. If tails, put 2 damage counters on Zapdos. 60

weakness	resistance	retreat cost
	-30	

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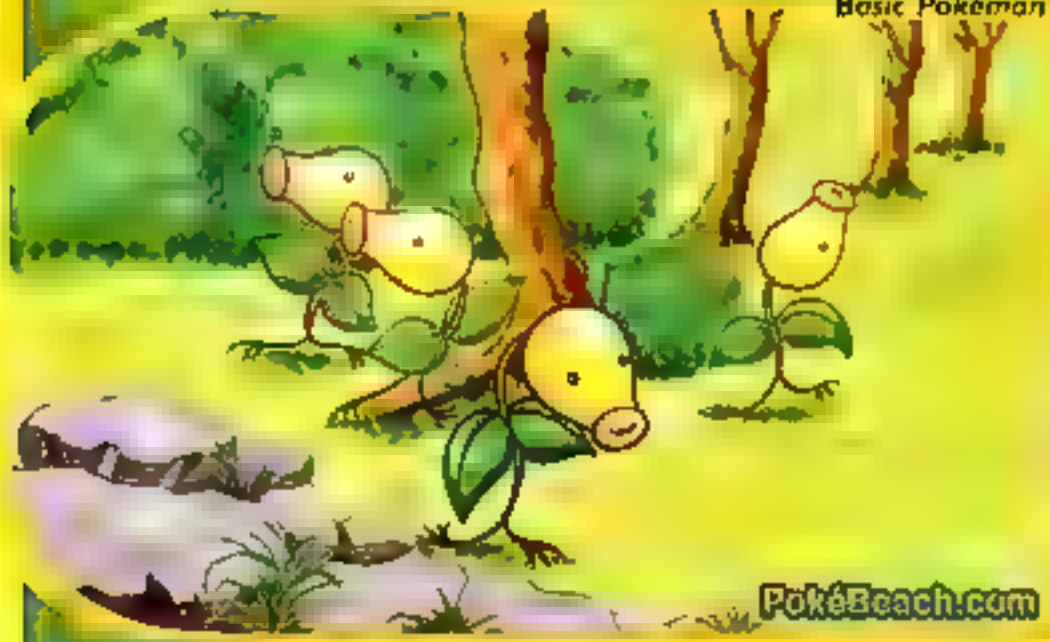
44/147 ★

Bellsprout

50 HP

Basic Pokémon



PokéBeach.com

ID D 05 #

Blot Remove 1 damage counter from Bellsprout. 20

weakness resistance retreat cost

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STAGE 1

Evolves from Doduo Put Dodrio on the Basic Pokémon

Dodrio

70 HP

Stage 1 Pokémon

PokéBeach.com

Tri Attack Flip 3 coins. This attack does 10 damage times the number of heads. 10×

Peck Attack Flip 2 coins. If 1 of them is heads, this attack does 20 damage. If both are heads, this attack does 50 damage. If both are tails, the Defending Pokemon is now Confused.

weakness resistance retreat cost

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STAGE 1

Evolves from Mareep

Put Flaaffy on the Basic Pokémon

Flaaffy

80 HP

Stage 1 Pokémon

ID 0 23 #

Thundershock Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

Spark If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. *(Don't apply Weakness and Resistance for Benched Pokémon.)* 30

weakness | resistance | retreat cost

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STAGE 1

Evolves from Sentret

Put Furret on the Basic Pokémon

Furret

70 HP

Stage 1 Pokémon

Poké-POWER Scavenger Hunt

Once during your turn (before your attack), you may put 2 cards from your hand into your deck. Then, search your deck for an Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward. This power can't be used if Furret is affected by a Special Condition.

Spinning Attack 30

weakness | resistance | retreat cost

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48/147

STAGE 1 Evolves from Oddish Put Gloom on the Basic Pokémon

Gloom

70 HP

Stage 1 Pokémon

ID D 02 #

Poké-BODY **Enervating**

As long as Gloom is in play, Resistance on each player's Active Pokemon only reduces damage by 10.

Sleep Sap Both the Defending Pokémon and Gloom are now Asleep *(after doing damage)*. 20

weakness resistance retreat cost

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STAGE 1

Evolves from Psyduck Put Golduck on the Basic Pokémon

Golduck

70 HP

Stage 1 Pokémon

Slash 20

Distortion Beam Flip a coin. If heads, the Defending Pokémon is now Asleep. If tails, the Defending Pokémon is now Confused. 30

weakness resistance retreat cost

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STAGE 1

Evolves from Psyduck Put Golduck on one Basic Pokemon

Golduck

70 HP

Stage 1 Pokemon

'D Ç ‹2 b

Slash 20

Distortion Beam 30

Flip a coin. If heads, the Defending Pokémon is now Asleep. If tails, the Defending Pokémon is now Confused.

weakness resistance retreat cost

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Growlithe

60 HP

Basic Pokémon

PokéBeach.com

ID C 09 #

Ember Discard a Energy card attached to Growlithe.

30

weakness | resistance | retreat cost

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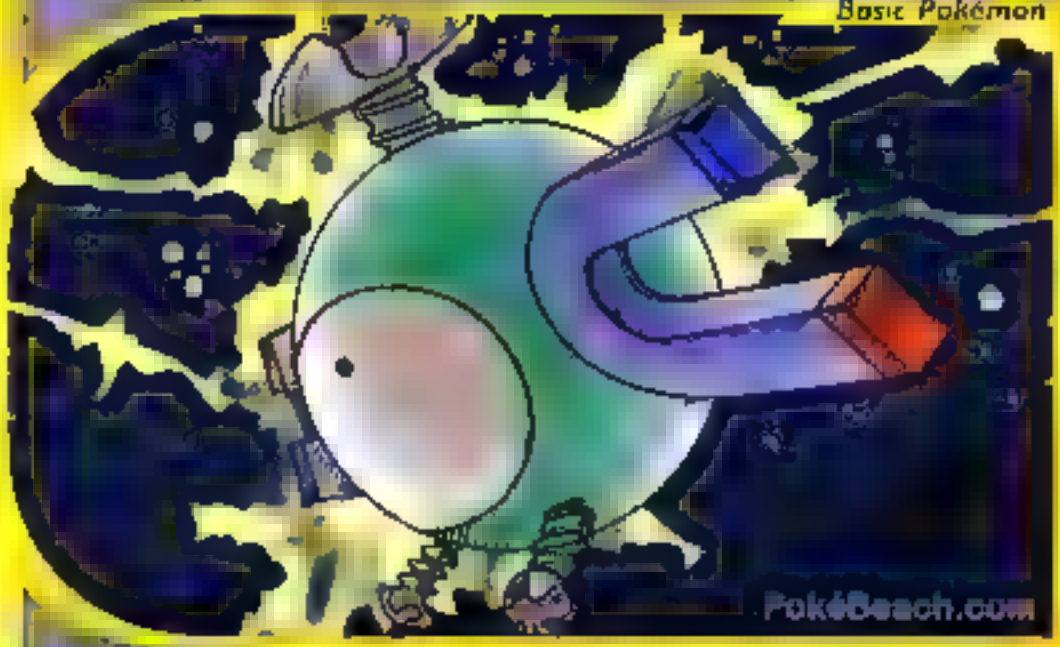
Magnemite

40 HP

Basic Pokémon



Attract Choose 1 of your opponent's Benched Pokémon and switch the Defending Pokémon with it.

Tackle 20

Weakness	Resistance	Retreat cost
	-30	

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52/147

Marill

50 HP

Basic Pokemon

ID C 15 #

Headbutt 10

Sleepy Ball The Defending Pokémon is now Asleep. 10

weakness | resistance | retreat cost

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53/147

STAGE 1

Evolves from Cubone Put Marowak on the Basic Pokémon

Marowak

70 HP

Stage 1 Pokémon

10 C 25 #

Triple Bone Choose 1 of your opponent's Benched Pokemon. Flip 3 coins. This attack does 10 damage times the number of heads to that Pokémon. Don't apply Weakness and Resistance.

Bone Rush Flip a coin until you get tails. This attack does 50 damage times the number of heads

50x

weakness resistance retreat cost

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STAGE 1

Evolves from Nidoran ♂ Put Nidorino on the Basic Pokémon

Nidorino

70 HP

Stage 1 Pokémon

Poison Horn Flip a coin. If heads, the Defending Pokémon is now Poisoned. 10

Take Down Nidorino does 10 damage to itself. 40

weakness resistance retreat cost

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STAGE 1

Evolves from Larvitar

Put Pupitar on the Basic Pokémon

Pupitar

80 HP

Stage 1 Pokemon

Thrash Flip a coin. If heads, this attack does 30 damage plus 10 more damage. If tails, Pupitar does 10 damage to itself.

30+

weakness

resistance

retreat cost

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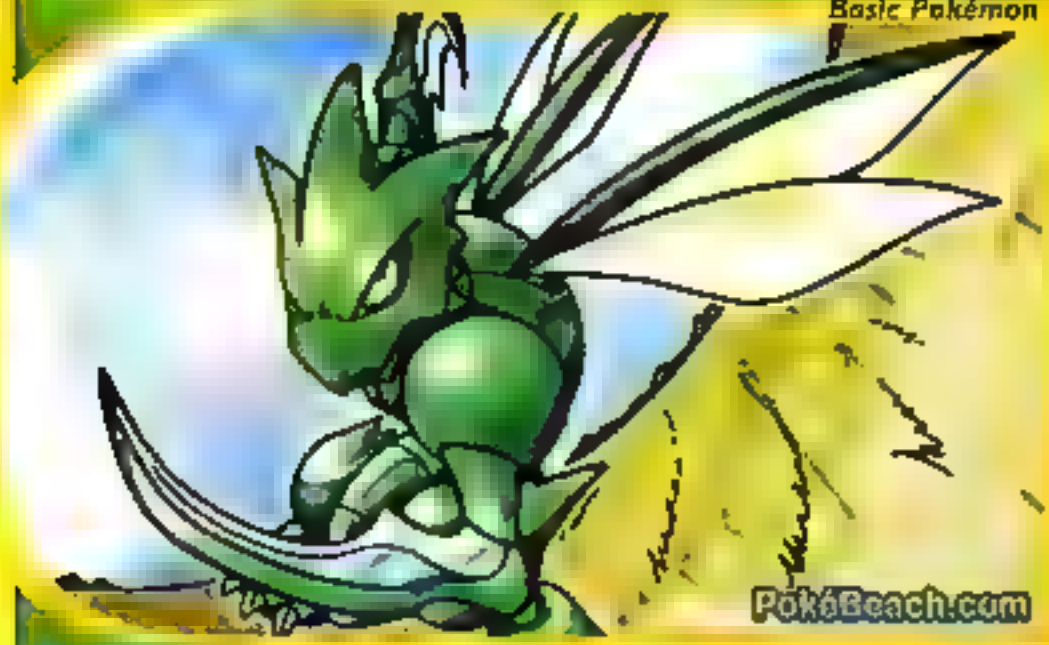
Scyther

60 HP

Basic Pokémon



Quick Turn Flip 2 coins. This attack does 10 damage times the number of heads. 10×

Cross-Cut If the Defending Pokémon is an Evolved Pokémon, this attack does 20 damage plus 20 more damage. 20+

weakness resistance retreat cost

©2002 Pokémon Nintendo

STAGE 1

Evolves from Horsea

Put Seadra on the Basic Pokémon

Seadra

70 HP

Stage 1 Pokémon

Wave Splash 20

Water Bullet Flip a number of coins equal to the number of Energy attached to Seadra. This attack does 30 damage plus 10 more damage for each heads. 30+

weakness | resistance | retreat cost

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58/147

STAGE 1

Evolves from Goldeen Put Seaking on the Basic Pokémon

Seaking

70 HP

Stage 1 Pokémon

PokéBeach.com

Flail This attack does 10 damage times the number of damage counters on Seaking. 10x

Undulate Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Seaking. 30

weakness resistance retreat cost

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STAGE 1

Evolves from Hoppip Put Skiploom on the Basic Pokémon

Skiploom

60 HP

Stage 1 Pokémon

D C 07 #

Poké BODY **Lightweight**

You pay ✶ less to retreat Skiploom for each ● Energy attached to it.

Break Powder Flip a coin. If heads, this attack does 10 damage plus 20 more damage. If tails, this attack does 10 damage and the Defending Pokémon is now Asleep. **10+**

weakness resistance retreat cost

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Baby Pokémon counts as a Basic Pokémon

Smoochum

30 HP

Baby Pokémon

ID C 23 #

Evolves into Jynx

Put Jynx on the Baby Pokémon

If your Active Pokémon is a Baby Pokémon and your opponent announces an attack, your opponent flips a coin (before doing anything else). If tails, your opponent's turn ends.

Energy Kiss Flip a number of coins equal to the number of Energy cards attached to the Defending Pokémon. This attack does 10 damage times the number of heads.

10×

weakness

resistance

retreat cost

© 2002 Pokémon Nintendo

Spinarak

50 HP

Basic Pokemon

ID C 05 #

Gnaw 10

Gooey Thread 20

The Defending Pokémon can't retreat during your opponent's next turn.

weakness resistance retreat cost

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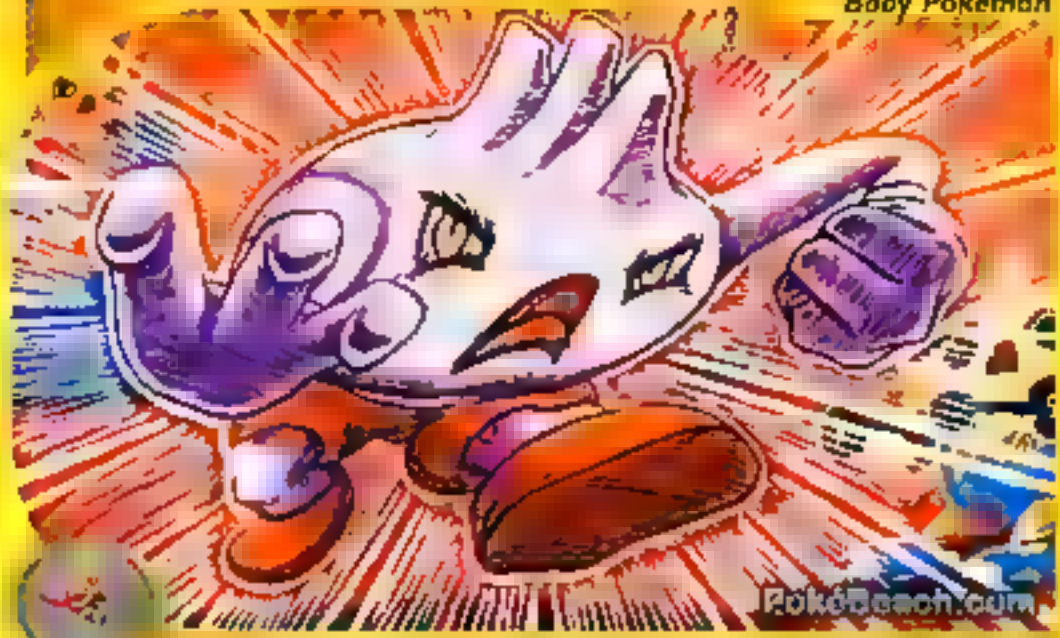
Baby Pokémon counts as a Basic Pokémon

Tyrogue

30 HP

Baby Pokémon



Evolves into Hitmonchan, Hitmonlee, or Hitmontop

Put Hitmonchan, Hitmonlee or Hitmontop on the Baby Pokémon

[illegible] your opponent's turn.

Energy Punch Flip a coin. If heads, discard a Special Energy card attached to the Defending Pokémon. If tails, this attack does nothing 10

weakness resistance retreat cost

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Voltorb

50 HP

Basic Pokémon

10 C 20 #

Rollout 10

Thundershock Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

weakness | resistance | retreat cost

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64/147

STAGE 1

Evolves from Bellsprout

Put Weepinbell on the Basic Pokémon

Weepinbell

70 HP

Stage 1 Pokémon

ID D 06 #

Growth Attach up to 2 Energy cards from your hand to Weepinbell.

Double Razor Leaf 30x

Flip 2 coins This attack does 30 damage times the number of heads.

weakness | resistance | retreat cost

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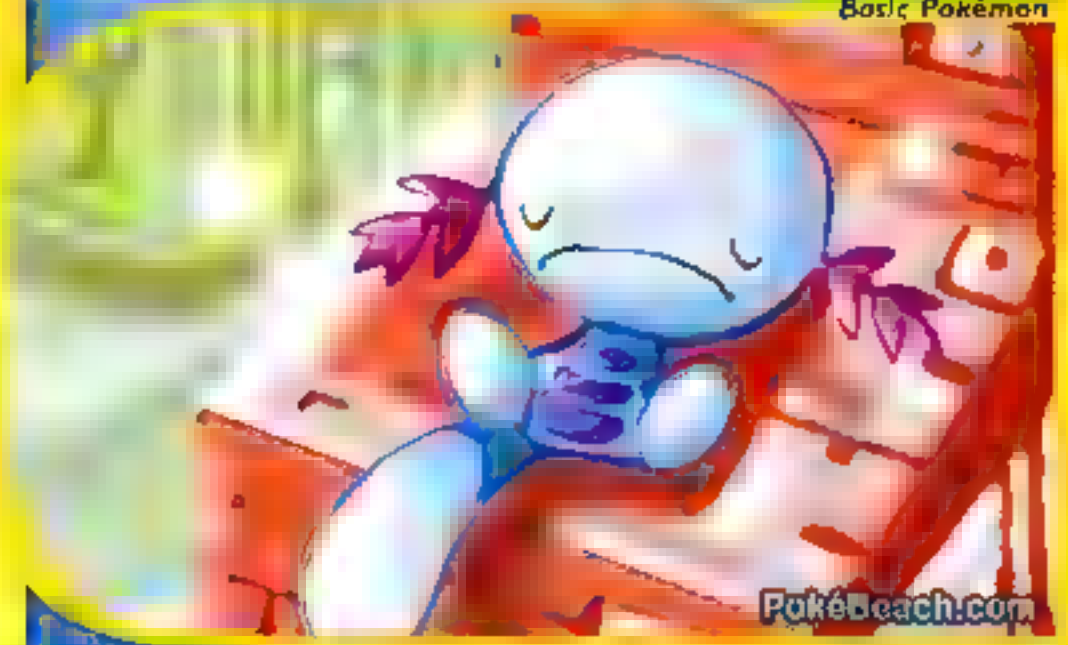
AS 1/47

Wooper

50 HP

Basic Pokémon



Tail Whap 10

Deep Dive Flip 3 coins. For each heads, remove 1 damage counter from Wooper.

weakness resistance retreat cost

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Aipom

50 HP

Basic Pokémon

ID 0 35 #

Stretch Tail Flip a coin. If heads, choose 1 of your opponent's Benched Pokemon and this attack does 10 damage to it. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Skedaddle Return Aipom and all basic Energy cards attached to it to your hand. If you have no Benched Pokemon, this attack does nothing. 20

weakness resistance retreat cost

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Bellsprout

40 HP

Basic Pokémon

Poison Vine Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Sharp Leaf Flip a coin. If heads, this attack does 10 damage plus 10 more damage. 10+

weakness | resistance | retreat cost

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Chansey

100 HP

Basic Pokémon

Rollout 10

Double-edge Chansey does 40 damage to itself 40

weakness resistance retreat cost

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69/147

Chinchou

50 HP

Basic Pokémon

0 0 19 #

Float Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Chinchou.

Headbutt 20

weakness | resistance | retreat cost

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70/147

Chinchou

50 HP

Basic Pokémon

ID D 21 #

Jolt Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Confuse Ray Flip a coin. If heads, the Defending Pokémon is now Confused. 10

weakness resistance retreat cost

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Cubone

40 HP

Basic Pokémon

ID C 24 #

Teary Eyes During your opponent's next turn, any damage done to Cubone by attacks is reduced by 20.

Tackle 10

weakness resistance retreat cost

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Doduo

40 HP

Basic Pokémon

PokéBeach.com

Super Speed Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Doduo.

Rear Kick 20

weakness resistance retreat cost

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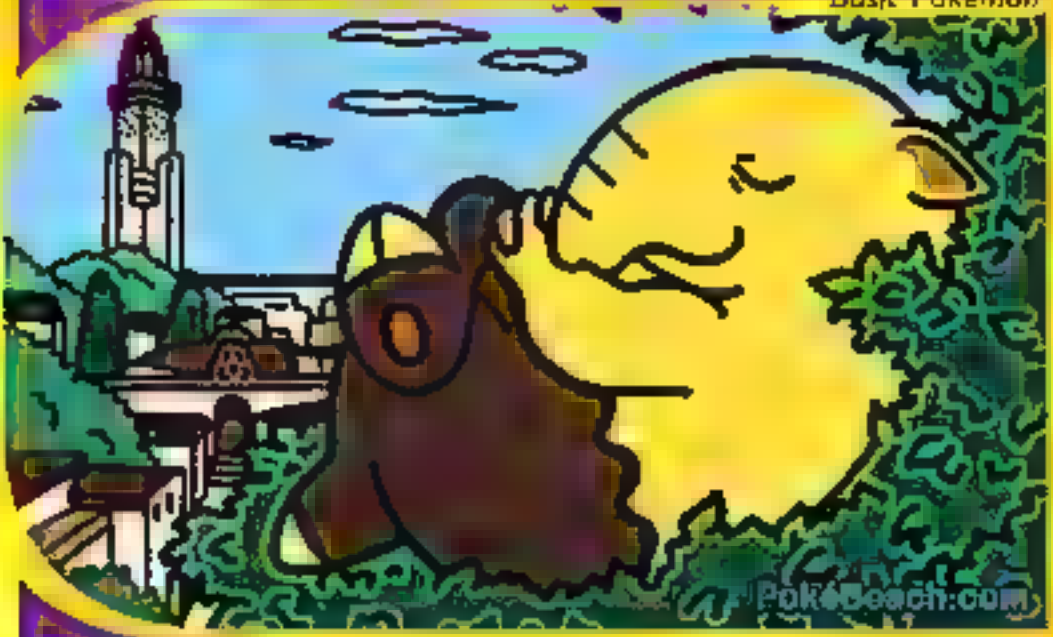
73/147

Drowzee

50 HP

Basic Pokemon



Sleep Inducer Flip a coin. If heads, choose 1 of your opponent's Benched Pokemon and switch the Defending Pokemon with it. The new Defending Pokemon is now Asleep

Tackle 20

weakness | resistance | retreat cost

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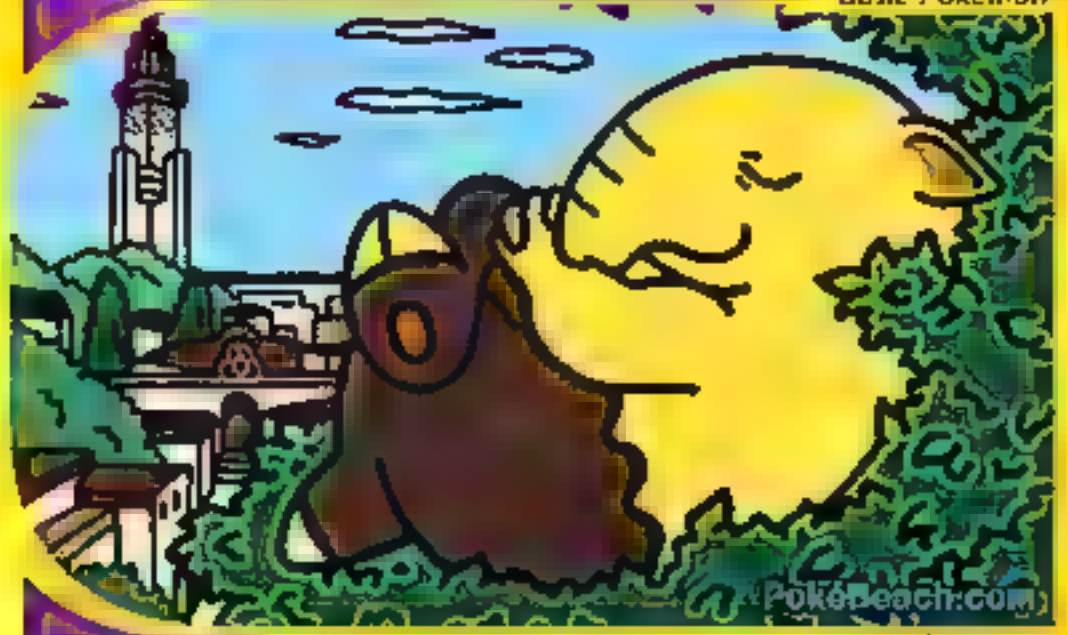
Drowzee

50 HP

Basic Pokémon



Sleep Inducer Flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch the Defending Pokémon with it. The new Defending Pokémon is now Asleep.

Tackle 20

weakness	resistance	retreat cost
		★

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Eevee

50 HP

Basic Pokémon

Charge Up Flip a coin. If heads, search your deck for an Energy card and attach it to Eevee. Shuffle your deck afterward.

Lunge Flip a coin. If tails, this attack does nothing. 20

weakness | resistance | retreat cost

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75/147

Exeggcute

40 HP

Basic Pokémon

Growth Spurt Attach an Energy card from your hand to Exeggcute.

Sleep Powder The Defending Pokémon is now Asleep. 10

weakness resistance retreat cost

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Exeggcute

50 HP

Basic Pokémon

rD D 24 #

Continuous Eggsplosion

10×

Flip a coin until you get tails. This attack does 10 damage times the number of heads

Energy Support

Flip a coin. If heads, search your deck for a Energy card and attach it to 1 of your Benched Pokémon. Shuffle your deck afterward.

weakness | resistance | retreat cost

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Goldeen

40 HP

Basic Pokémon

PokéBeach.com

Knock Away Flip a coin. If heads, this attack does 10 damage plus 10 more damage. 10+

weakness resistance retreat cost

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Grimer

50 HP

Basic Pokémon

D C 03 #

Poison Sludge Flip a coin. If heads, the Defending Pokémon is now Poisoned.

weakness | resistance | retreat cost

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79/147

Growlithe

50 HP

Basic Pokémon

Roar If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches the Defending Pokémon with it.

Firebreathing Flip a coin. If heads, this attack does 10 damage plus 10 more damage. 10+

weakness | resistance | retreat cost

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Hitmonchan

60 HP

Basic Pokémon

Rush Flip 5 coins. This attack does 10 damage times the number of heads. Hitmonchan can't attack during your next turn. 10x

Smash Punch Flip a coin. If tails, this attack does nothing 50

weakness resistance retreat cost

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Hitmontop

60 HP

Basic Pokémon

Double Kick Flip 2 coins. This attack does 20 damage times the number of heads. 20x

Triple Spin Flip 3 coins. This attack does 20 damage times the number of heads. If you get 2 or more heads, switch Hitmontop with 1 of your Benched Pokémon, if any. 20x

weakness resistance retreat cost

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Hoppip

40 HP

Basic Pokémon

D C 06 #

Poké-BODY **Lightweight**

You pay ✶ less to retreat Hoppip for each Energy attached to it.

Careless Tackle 20

Hoppip does 10 damage to itself.

weakness	resistance	retreat cost
	-30	✶

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Horsea

40 HP

Basic Pokémon

Bubble Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

weakness resistance retreat cost

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Horsea

50 HP

Basic Pokémon

Reverse Thrust Switch Horsea with 1 of your Benched Pokémon, if any. 20

weakness	resistance	retreat cost
⚡		★

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85/147

Houndour

50 HP

Basic Pokémon

D C .0 #

Singe Flip a coin. If heads, the Defending Pokémon is now Burned

Flare 20

weakness resistance retreat cost

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Houndour

50 HP

Basic Pokémon

Feint Attack Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

weakness | resistance | retreat cost

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87/147

Kangaskhan

70 HP ★

Basic Pokémon

D D 32 #

Baby Outing Look at the top 3 cards of your deck, and then choose 1 of those cards and put it into your hand. Shuffle the rest into your deck afterward.

★ ★

★ ★ ★

Mega Punch 30

weakness resistance retreat cost

★ ★

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Larvitar

40 HP

Basic Pokémon

10 D 27 a

Mountain Eater Your opponent discards the top card from his or her deck. Then you remove a damage counter from Larvitar.

Rising Lunge Flip a coin. If heads, this attack does 10 damage plus 10 more damage. 10+

weakness resistance retreat cost

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89/147

Lickitung

80 HP

Basic Pokémon

Long Tongue Choose 1 of your opponent's Pokémon in play. This attack does 10 damage to that Pokémon. Don't apply Weakness and Resistance.

Body Slam Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

weakness | resistance | retreat cost

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90/147

Magnemite

50 HP

Basic Pokémon

Poké BODY **Conductive Body**

You pay ★ less to retreat Magnemite for each Magnemite on your Bench.

Magnetic Bomb Flip a coin. If heads, this attack does 20 damage plus 10 more damage. If tails, Magnemite does 10 damage to itself 20+

weakness resistance retreat cost

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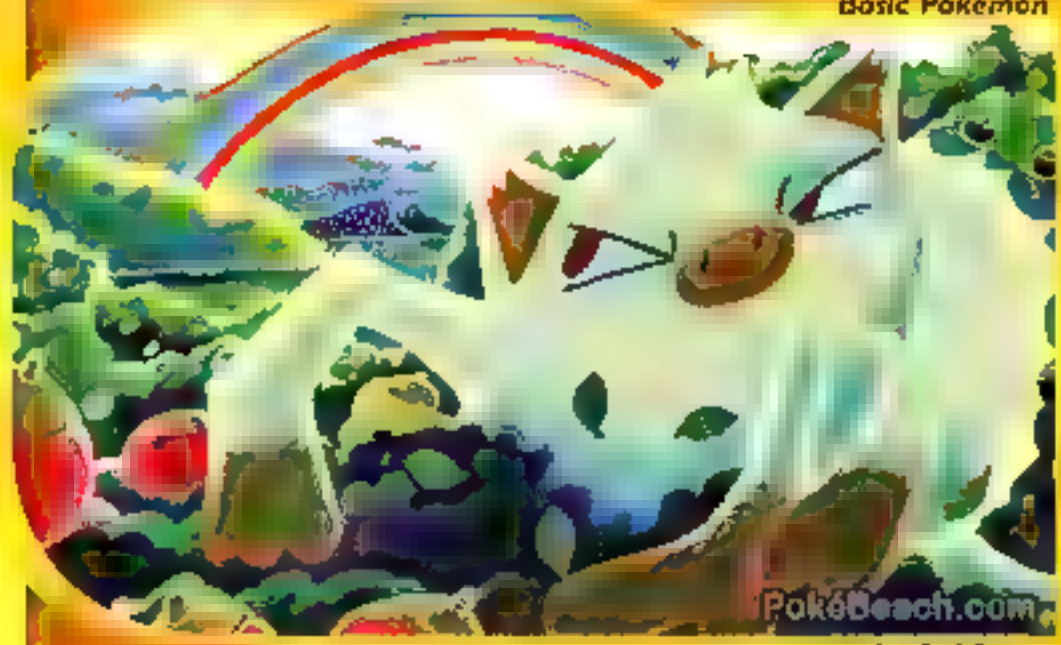
Mankey

40 HP

Basic Pokémon



10 D 25 #

Mug Before doing damage, discard all Trainer cards attached to the Defending Pokémon. 10

Rage This attack does 10 damage plus 10 more damage for each damage counter on Mankey. 10+

weakness resistance retreat cost

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Mareep

40 HP

Basic Pokémon

Charge Attach 1 Energy card from your discard pile to Mareep.

Tail Slap 20

weakness

resistance

retreat cost

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93/147

Miltank

60 HP

Basic Pokémon

D D 36 #

Tackle 20

Continuous Tumble Flip a coin until you get tails. This attack does 20 damage times the number of heads. 20x

weakness resistance retreat cost

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94/147

Nidoran ♂

50 HP

Basic Pokémon

PokéBeach.com

Poison Horn Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Scratch 20

weakness resistance retreat cost

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Oddish

50 HP

Basic Pokémon

Stun Spore Flip a coin. If heads, the Defending Pokemon is now Paralyzed.

Ram 20

weakness resistance retreat cost

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Onix

60 HP

Basic Pokémon

ID D 26 #

Crush Flip a number of coins equal to the amount of Energy attached to Onix. This attack does 20 damage times the number of heads. 20x

weakness resistance retreat cost

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Paras

50 HP

Basic Pokémon

ID D 03 #

Spore The Defending Pokémon is now Asleep.

Spore Evolution Search your deck for a card that evolves from Paras. Attach it to Paras. This counts as evolving Paras. Shuffle your deck afterward.

weakness | resistance | retreat cost

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Phanpy

40 HP

Basic Pokémon

Flail This attack does 10 damage times the number of damage counters on Phanpy. 10x

Rollout 20

weakness resistance retreat cost

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Pinsir

60 HP

Basic Pokémon

Horn Grab Flip a coin. If heads, the Defending Pokemon is now Paralyzed. If tails, this attack does nothing. 20

Super Slice Flip 2 coins. If either of them is tails, this attack does nothing. 90

weakness resistance retreat cost

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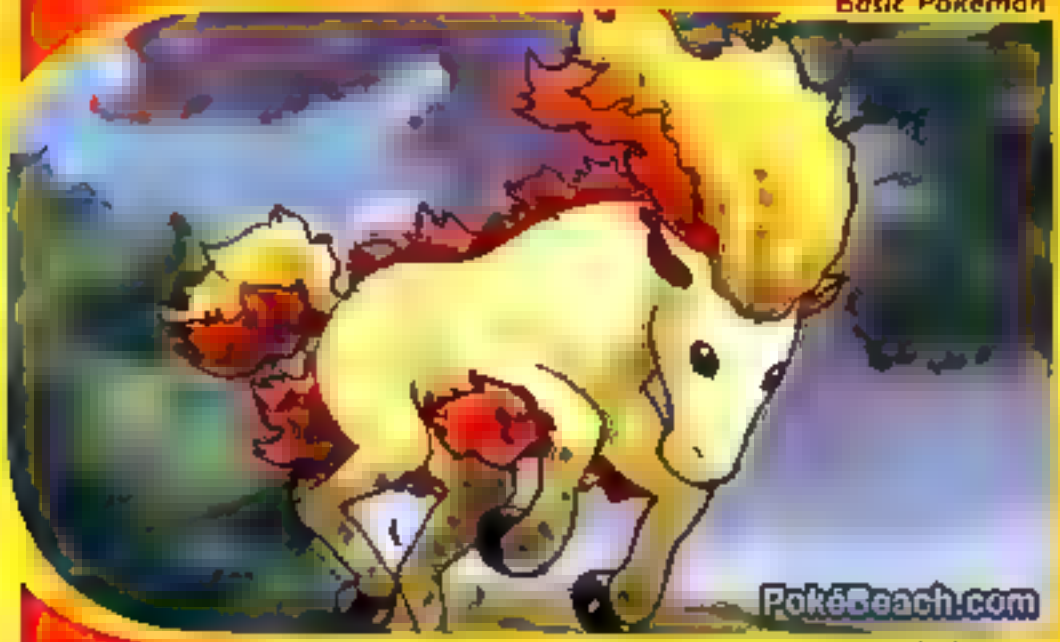
Ponyta

40 HP

Basic Pokémon



ID D 13 #

Tackle 10

Ember Discard a Energy card attached to Ponyta. 30

weakness resistance retreat cost

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Porygon

40 HP

Basic Pokémon

Data Sort Flip a coin. If heads, choose a Trainer card from your discard pile, show it to your opponent, and then shuffle it into your deck.

Peck 10

weakness | resistance | retreat cost

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Porygon

40 HP

Basic Pokémon

Data Sort Flip a coin. If heads, choose a Trainer card from your discard pile, show it to your opponent, and then shuffle it into your deck.

Peck 10

weakness | resistance | retreat cost

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Illus. Masako Yamashita 103b/147

Psyduck

50 HP

Basic Pokémon

Headbutt	10
Scratch	20

weakness | resistance | retreat cost

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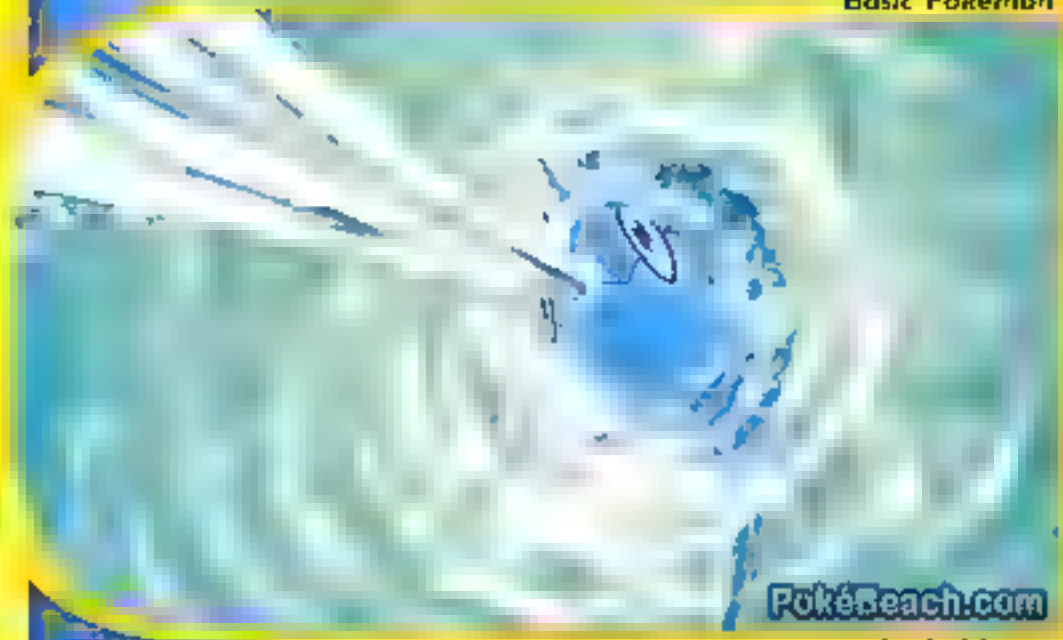
Illus. Keiko Fukuyama

Remoraid

50 HP

Basic Pokémon



10 0 20 W

Splatter Choose 1 of your opponent's Pokémon in play. This attack does 10 damage to that Pokémon. Don't apply Weakness or Resistance for this attack.

weakness resistance retreat cost

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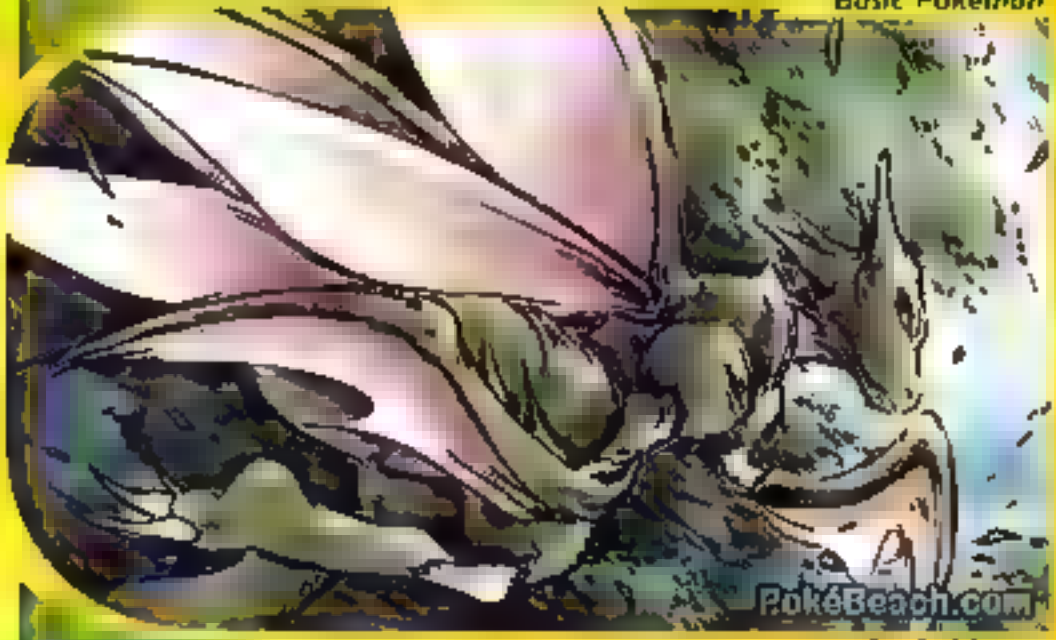
105/147

Scyther

50 HP

Basic Pokémon



ID 0 09 #

Slash 10

Swift This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon. 20

weakness resistance retreat cost

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Sentret

50 HP

Basic Pokémon

10 D 33

Spy Look at the top 3 cards of your opponent's deck. Put them back in the same order.

Double Scratch Flip 2 coins. This attack does 10 damage times the number of heads. 10×

weakness resistance retreat cost

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Slowpoke

50 HP

Basic Pokémon

Fishing Tail Search your discard pile for a Baby Pokémon, Basic Pokémon, Evolution card, or basic Energy card, show it to your opponent, and then put it into your hand.

Bite 20

weakness | resistance | retreat cost

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Smeargle

60 HP

Basic Pokémon

Paint Trick Flip a coin. If heads, the Defending Pokémon is now Confused. Then, choose 1 of your Benched Pokémon and switch Smeargle with it.

Doubleslap Flip 2 coins. This attack does 20 damage times the number of heads 20x

weakness resistance retreat cost

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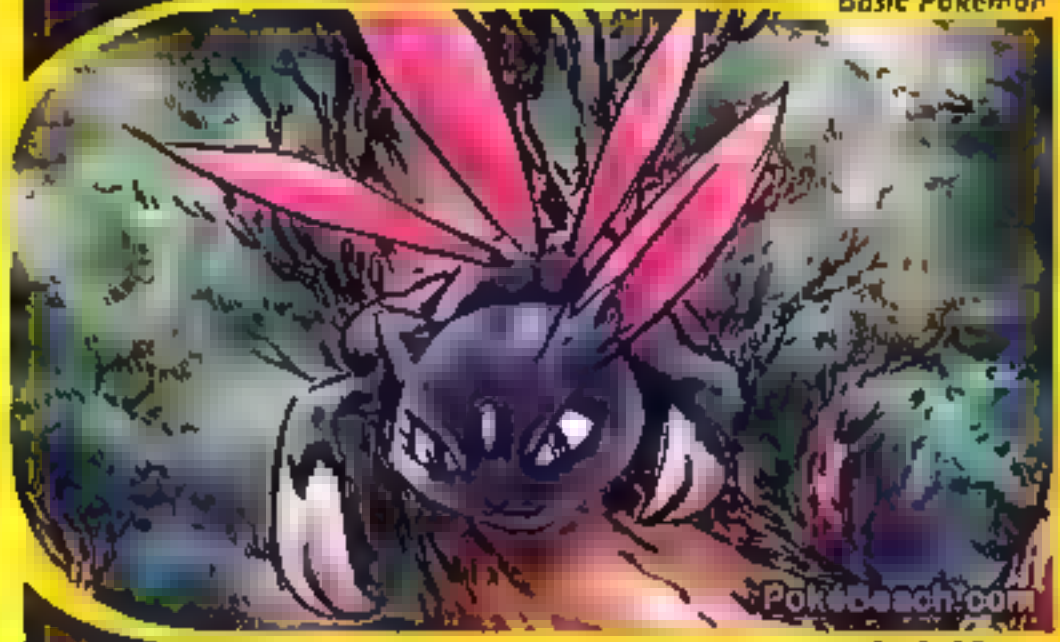
Sneasel

60 HP

Basic Pokemon



Rob Look at your opponent's hand. Choose all Technical Machine and Pokémon Tool cards there and put them into his or her deck. Your opponent shuffles the deck afterward.

Claw Flip a coin. If tails, this attack does nothing. 30

weakness | resistance | retreat cost

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110/147

Spinarak

40 HP

Basic Pokémon

PokéBeach.com

ID C 04

Sharp Stinger Flip a coin. If heads, the Defending Pokémon is now Poisoned. If tails, the Defending Pokémon is now Paralyzed.

weakness | resistance | retreat cost

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Tangela

60 HP

Basic Pokemon

Tickling Vines Flip a coin. If heads, the Defending Pokémon can't attack during your opponent's next turn — 10

Double Kick Flip 2 coins. This attack does 30 damage times the number of heads. — 30x

weakness | resistance | retreat cost

©2002 Pokémon Nintendo

Tentacool

50 HP

Basic Pokémon

Poison Sting Flip a coin. If heads, the Defending Pokémon is now Poisoned

Recover Discard 1 Energy card attached to Tentacool in order to use this attack. Remove all damage counters from Tentacool

weakness | resistance | retreat cost

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Togepi

40 HP

Basic Pokémon

PokéBeach.com

Minor Errand-Running Flip 2 co ns. For each heads, search your deck for a basic Energy card. Show those cards to your opponent, and then put them into your hand Shuffle your deck afterward.

Pound 10

weakness	resistance	retreat cost

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114/147

Voltorb

40 HP

Basic Pokémon

ID [illegible]

Swift This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

20

weakness resistance retreat cost

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115/147

Vulpix

50 HP

Basic Pokemon

Collect Fire If there are any Energy cards in your discard pile, flip a coin. If heads, attach 1 of them to Vulpix.

10

weakness

resistance

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116/147

Wooper

40 HP

Basic Pokémon

Bubble Flip a coin. If heads, the Defending Pokémon is now Paralyzed — 10

Wave Splash — 20

weakness	resistance	retreat cost
⚡		★

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TRAINER

Stadium Card

Apricorn Forest

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Once during each player's turn *(before attacking)*, if that player's Bench isn't full, that player flips a coin. If heads, that player shows his or her opponent a basic Energy card from his or her hand. Then, that player searches his or her deck for a Basic Pokémon card of the same type (color) as the revealed Energy card and puts it onto his or her Bench. The player shuffles his or her deck afterward.

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118/147

TRAINER

Technical Machine

Darkness Cube 01

10 C 54

Attach this card to 1 of your Pokémon in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Darkness Cube 01.

Plunder Before doing damage, discard any Trainer cards attached to the Defending Pokémon. 10

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TRAINER

Energy Switch

Move a basic Energy card attached to 1 of your Pokémon to another of your Pokémon.

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Illus. Mikio Mando

120/147

TRAINER

Technical Machine

Fighting Cube 01

ID C 53

Attach this card to 1 of your Pokémon in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Fighting Cube 01.

Violent Rage Flip a number of coins equal to the number of damage counters on this Pokémon. This attack does 10 damage times the number of heads. 10×

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TRAINER

Technical Machine

Fire Cube 01

PokéBeach.com

10 C 49

Attach this card to 1 of your Pokémon in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Fire Cube 01.

Singe The Defending Pokémon is now Burned.

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TRAINER

Supporter

Forest Guardian

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Shuffle your deck. Then, look at the top 7 cards of your deck. Choose 1 of those cards and put it into your hand. Shuffle the rest into your deck afterward.

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123/147

TRAINER

Technical Machine

Grass Cube 01

ID C 49

Attach this card to 1 of your Grass Pokémon in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Grass Cube 01.

Sleep Poison The Defending Pokémon is now Asleep and Poisoned.

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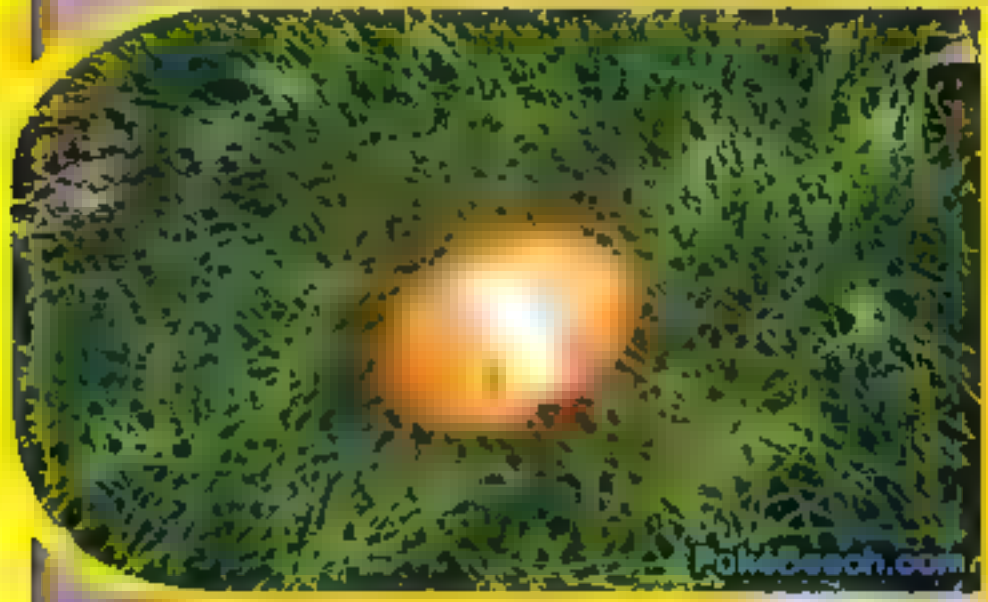
TRAINER

Pokémon Tool

Healing Berry



Attach Healing Berry to 1 of your Pokémon that doesn't already have a Pokémon Tool card attached to it. If that Pokémon is Knocked Out, discard this card.

At the end of any turn, if the Pokémon this card is attached to has 20 HP or less, remove 3 damage counters from that Pokémon and discard this card.

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Illus. Shin-ichi Yoshikawa 125/147

TRAINER

Supporter

Juggler

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Discard up to 2 basic Energy cards from your hand. If you discarded 1 basic Energy card, draw 3 cards. If you discarded 2 basic Energy cards, draw 5 cards.

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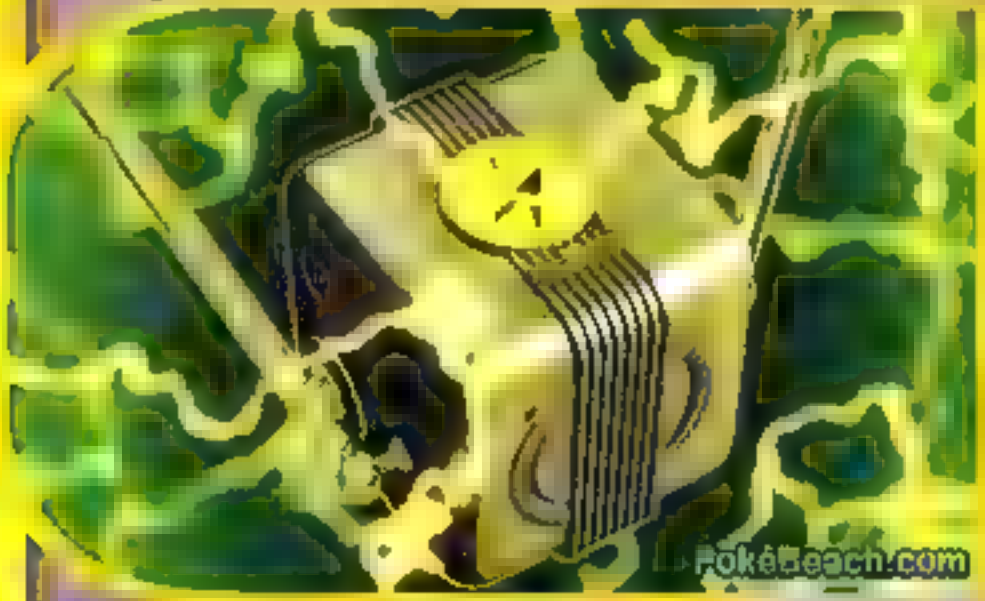
126/147

TRAINER

Technical Machine

Lightning Cube 01



Attach this card to 1 of your ϟ Pokémon in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Lightning Cube 01

Discharge Discard all ϟ Energy cards attached to this Pokémon. Then, flip a number of coins equal to the number of Energy cards discarded that way. This attack does 40 damage times the number of heads — 40x

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TRAINER

Pokémon Tool

Memory Berry

ID 0 48 4

Attach Memory Berry to 1 of your Pokémon that doesn't have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

The Pokémon this card is attached to can use any attack from its Basic Pokémon card or any Evolution card from which the Pokémon evolved. (You still have to pay for that attack's Energy cost.) Discard this card at the end of any turn the Pokémon attacks.

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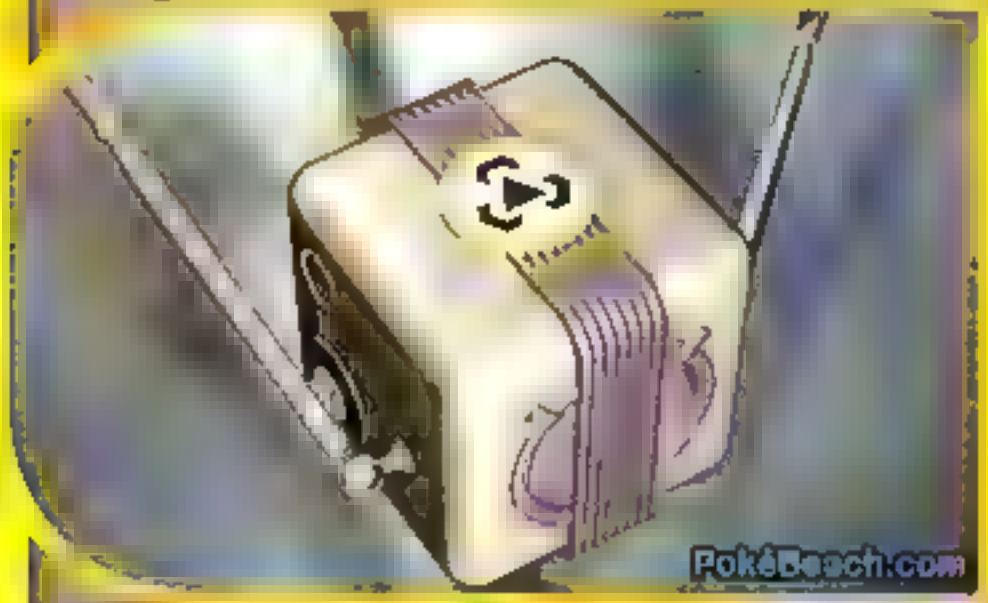
TRAINER

Technical Machine

Metal Cube 01



Attach this card to 1 of your Pokémon in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Metal Cube 01.

Metal Reversal Before doing damage, you may choose 1 of your opponent's Benched Pokemon and switch it with the Defending Pokémon. 10

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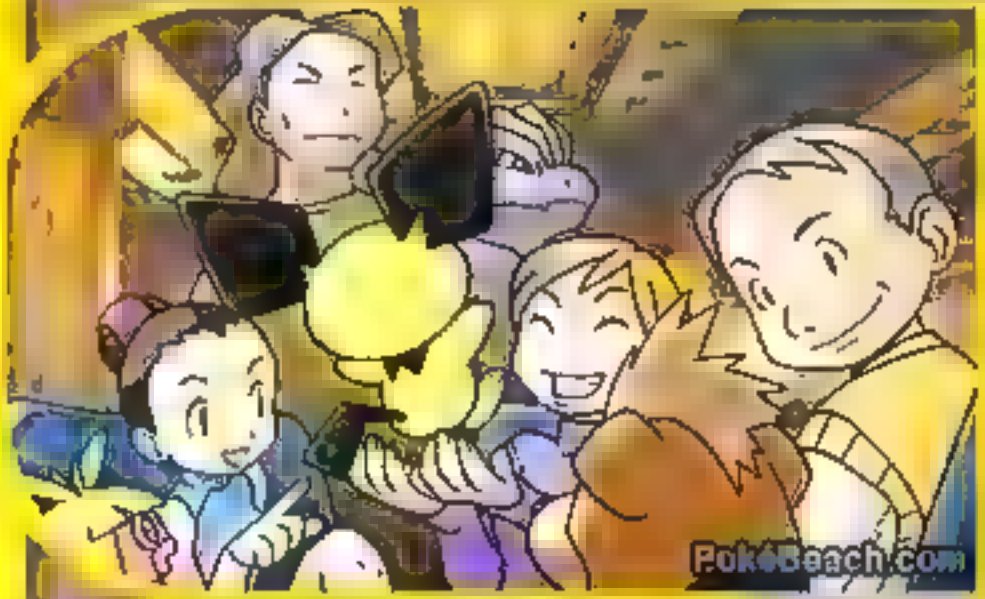
TRAINER

Supporter

Pokémon Fan Club



You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for up to 2 Baby Pokémon and/or Basic Pokémon cards and put them onto your Bench. Shuffle your deck afterward.

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130/147

TRAINER

Stadium Card

Pokémon Park

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Once during each of his or her turns, whenever a player attaches an Energy card from his or her hand to 1 of his or her Benched Pokémon, he or she removes 1 damage counter, if any, from that Pokémon.

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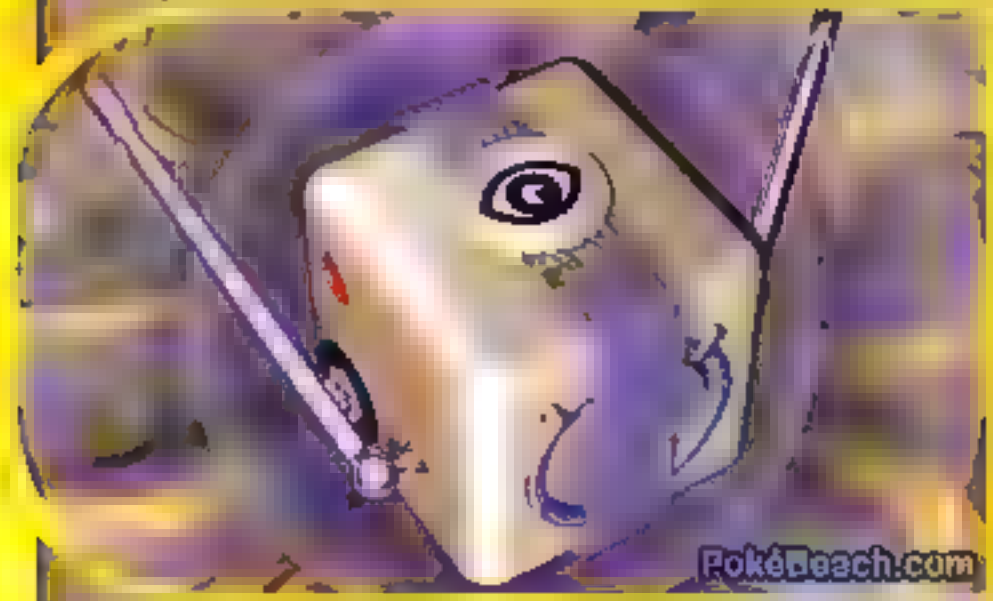
131/147

TRAINER

Technical Machine

Psychic Cube 01



ID C 52 R

Attach this card to 1 of your Pokémon in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Psychic Cube 01.

Psy Confuse The Defending Pokémon is now Confused.

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TRAINER

Supporter

Seer

D C 43

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Look at the top 6 cards of your deck. Take all basic Energy cards you find there, show them to your opponent, and then put them into your hand. Shuffle your deck afterward.

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133/147

TRAINER

Super Energy Removal 2

ID C 44 #

Flip 2 coins. If both are heads, discard all Energy cards attached to the Defending Pokémon. If both are tails, discard all Energy cards attached to your Active Pokémon. If 1 is heads and 1 is tails, this card does nothing.

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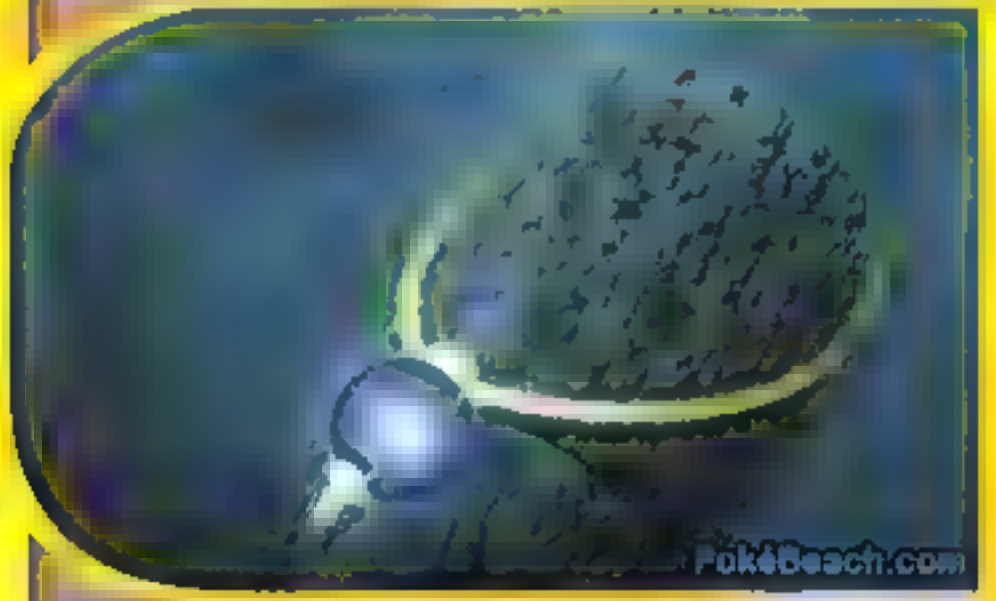
134/147

TRAINER

Pokémon Tool

Time Shard



ID D 50 K

Attach Time Shard to 1 of your Pokémon that doesn't already have a Pokémon Tool card attached to it. If that Pokémon is Knocked Out, discard this card.

If the Pokémon this card is attached to is Knocked Out by damage from the Defending Pokémon's attack during your opponent's turn, you may return up to 2 basic Energy cards attached to that Pokémon to your hand.

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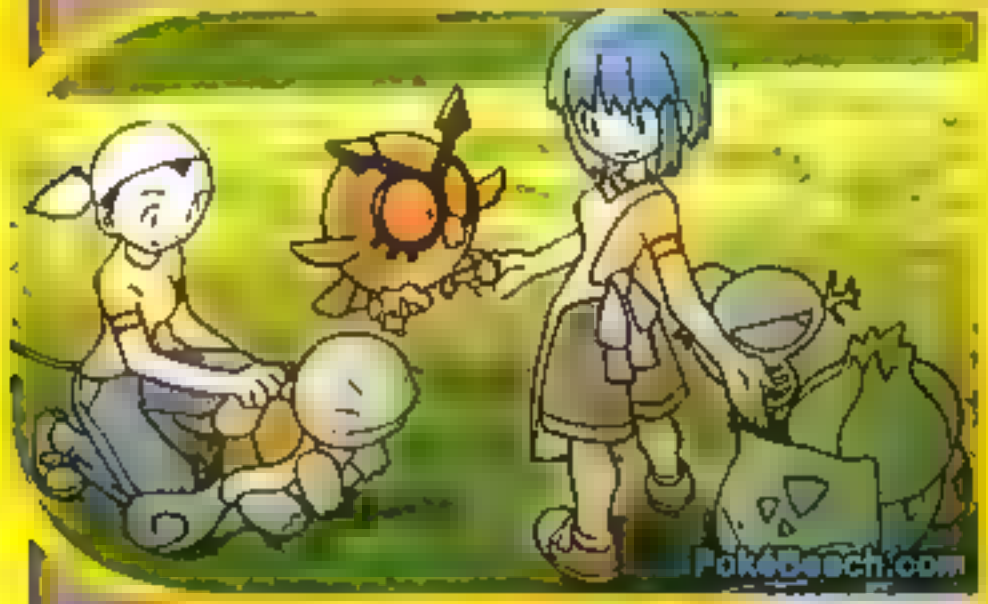
TRAINER

Supporter

Town Volunteers



You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Take 5 Baby Pokémon, Basic Pokémon, Evolution, and/or basic Energy cards from your discard pile and then show them to your opponent. Shuffle them into your deck.

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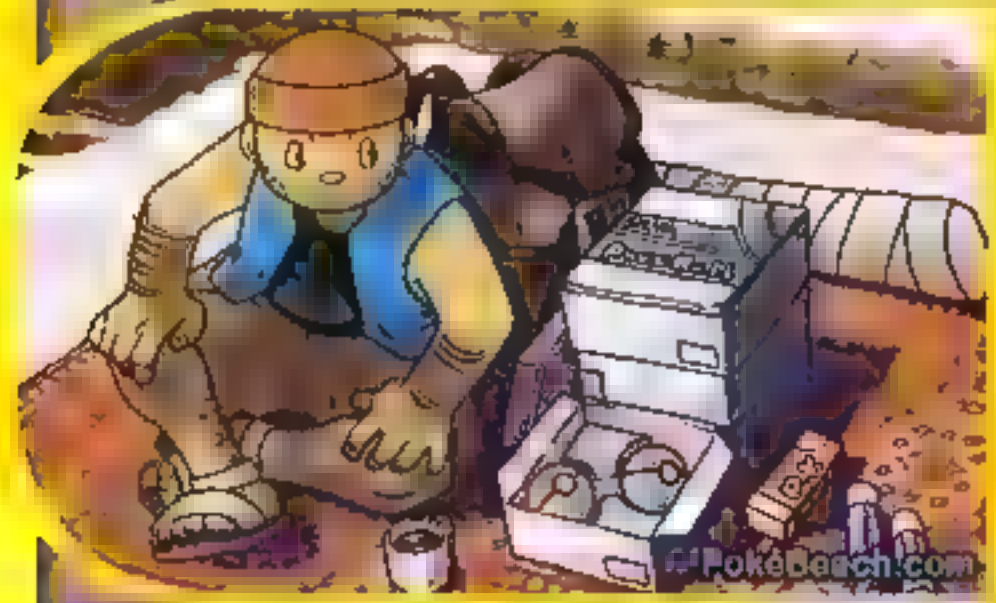
136/147

TRAINER

Supporter

Traveling Salesman



ID D 45

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for up to 2 Technical Machine and/or Pokémon Tool cards, show them to your opponent, and then put then into your hand. Shuffle your deck afterward.

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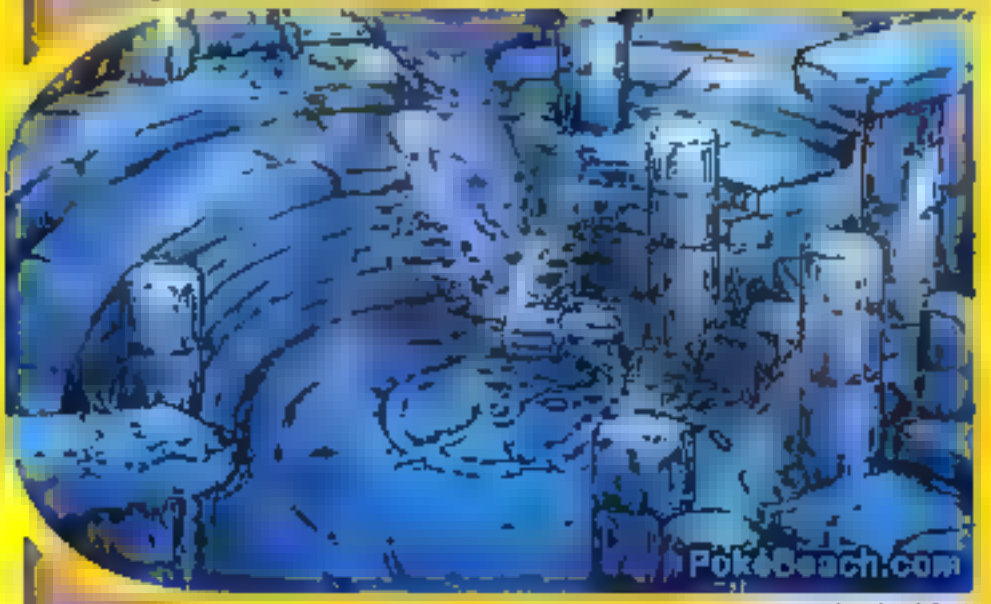
137/147

TRAINER

Stadium Card

Undersea Ruins



This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Once during each player's turn *(before attacking)*, that player may flip a coin. If heads, that player chooses 1 of his or her Evolved Pokémon in play and discards the top Evolution card from that Pokémon, devolving it.

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Illus. Midori Harada

138/147

TRAINER

Stadium Card

Power Plant

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Once during each of his or her turns, a player may discard a basic Energy card from his or her hand. If that player does, he or she chooses a basic Energy card from his or her discard pile, shows it to his or her opponent, and then puts it into his or her hand.

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Illus. Kau Ishikawa

139/147

TRAINER

Technical Machine

Water Cube 01

ID C 50

Attach this card to 1 of your Pokémon in play. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Water Cube 01.

Splatter Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. Don't apply Weakness or Resistance.

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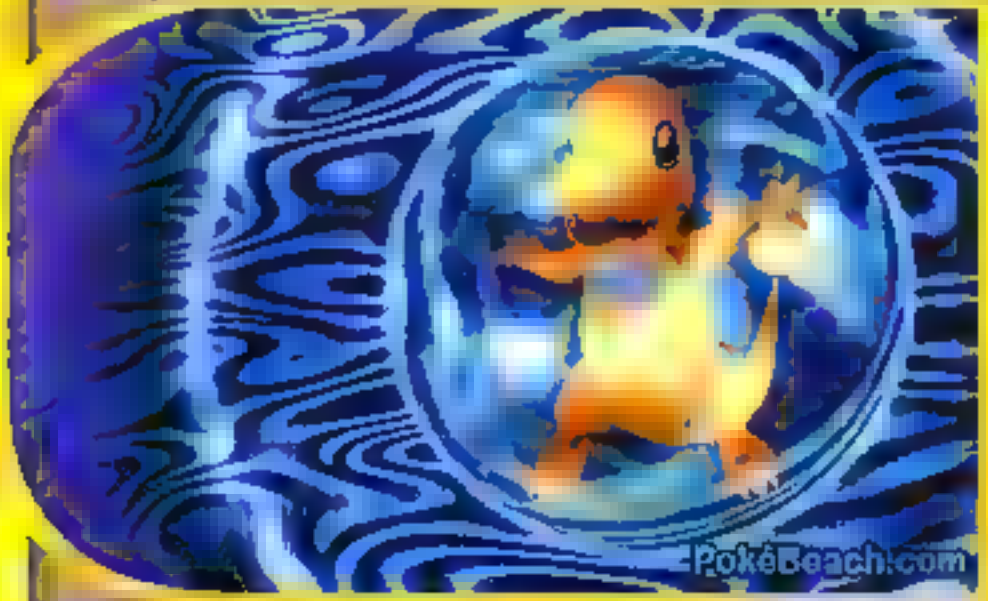
Illus. "Big Mama" Tatsuya 140/147

TRAINER

Weakness Guard



Attach this card to 1 of your Pokémon. Discard it at the end of your opponent's next turn.

As long as this card is attached, this Pokémon has no Weakness.

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Illus. Junko Suzuki

141/147

ENERGY

Darkness Energy Special Energy Card

ID: C-58-E

If the Pokémon Darkness Energy is attached to damages the Defending Pokémon (*after applying Weakness and Resistance*), the attack does 10 more damage to the Defending Pokémon.

At the end of every turn, put 1 damage counter on the Pokémon Darkness Energy is attached to, unless it's ◯ or has Dark in its name.

Darkness Energy provides ◯ Energy. *(Doesn't count as a basic Energy card.)*

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Illus. Mitsuhiro Isobe

142/147 ★

ENERGY

Metal Energy Special Energy Card

Damage done to the Pokemon Metal Energy is attached to is reduced by 10 *(after applying Weakness and Resistance)*. If the Pokemon Metal Energy is attached to isn't , whenever it damages a Pokemon, reduce that damage by 10 *(before applying Weakness and Resistance)*.

Metal Energy provides Energy. *(Doesn't count as a basic Energy card.)*

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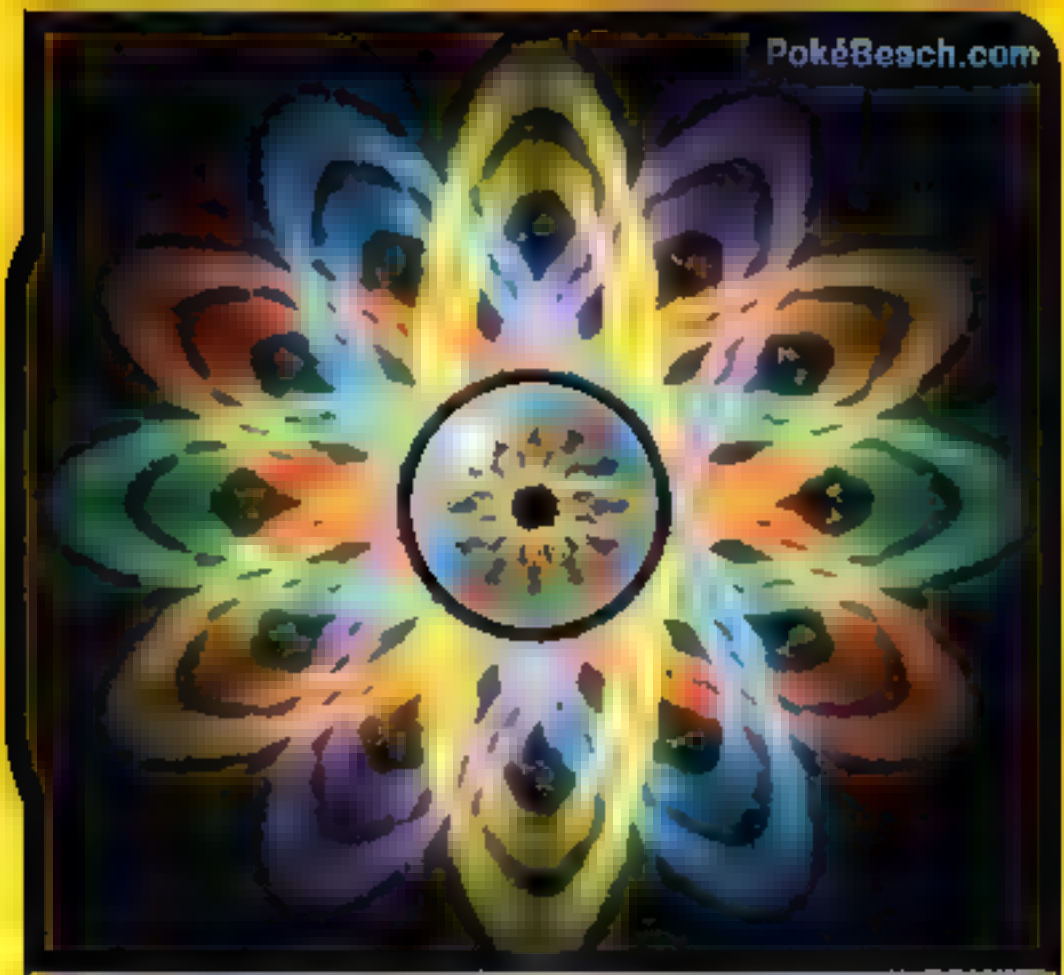
ENERGY



Rainbow Energy Special Energy Card

Attach Rainbow Energy to 1 of your Pokémon. While in play, Rainbow Energy provides every type of Energy but provides only 1 Energy at a time. *(Doesn't count as a basic Energy card when not in play.)* When you attach this card from your hand to 1 of your Pokémon, put 1 damage counter on that Pokémon.

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Illus. Takumi Akabane 144/147 ★

ENERGY

Boost Energy Special Energy Card

IDs: 0-54-A

Boost Energy can be attached only to an Evolved Pokémon.
Discard Boost Energy at the end of the turn it was attached.
Boost Energy provides ✪✪✪ Energy. The Pokémon Boost Energy is attached to can't retreat.
When the Pokémon Boost Energy is attached to is no longer an Evolved Pokémon, discard Boost Energy.

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Illus. Shin-ichi Yoshikawa 145/147

ENERGY

Crystal Energy Special Energy Card

Crystal Energy provides 1 Energy of all types (colors) of basic Energy cards attached to the Pokémon Crystal Energy is attached to.
If there are no basic Energy cards attached to the Pokémon Crystal Energy is attached to, Crystal Energy provides ★ Energy.

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ENERGY

Warp Energy Special Energy Card

Warp Energy provides 1 Energy.
When you attach Warp Energy from your hand to your Active Pokémon, switch your Active Pokémon with 1 of your Benched Pokémon.

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STAGE 2 Evolves from Seadra Put Kingdra on the Stage 1 card

Kingdra 110 HP

Stage 2 Pokémon

Dragon Pokémon. Length: 5'11", Weight: 335 lbs. LV. 40 73

Poké-BODY **Crystal Type**

Whenever you attach a ⚡, or ● basic Energy card from your hand to Kingdra, Kingdra's type (color) becomes the same as that Energy card type until the end of the turn.

Aquabomb Kingdra does 10 damage to itself. *(Don't apply Weakness or Resistance when Kingdra damages itself with this attack.)* 40

Dual Burn Flip 2 coins. For each tails, discard 1 Energy card attached to Kingdra. 60

weakness resistance retreat cost

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Illus. Mitsuhiro Arita 148/147

Lugia

80 HP

Basic Pokémon

Diving Pokémon. Length: 17' 1". Weight: 476 lbs. 10 D 74

Poké-BODY **Crystal Type**

Whenever you attach a , , or basic Energy card from your hand to Lugia, Lugia's type (color) becomes the same as that Energy card type until the end of the turn.

Psychic This attack does 10 damage times the number of Energy cards attached to the Defending Pokémon. 10×

Steam Blast Discard an Energy card attached to Lugia 50

weakness resistance retreat cost

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Illus. Naoyo Kimura 149/142

STAGE 2

Evolves from Nidorina Put Nidoking on the Stage 1 card

Nidoking

100 HP

Stage 2 Pokémon

Drill Pokémon. Length: 4' 7", Weight: 137 lbs. 1D D 72

Poké-BODY **Crystal Type**

Whenever you attach a , , or basic Energy card from your hand to Nidoking, Nidoking's type (color) becomes the same as that Energy card type until the end of the turn.

Poison Horn The Defending Pokémon is now Poisoned. 20

Rolling Thunder Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. If tails, this attack does 10 damage to each of your Benched Pokémon. (Don't apply Weakness or Resistance for Benched Pokémon.) 50

weakness resistance retreat cost

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Illus. Hironobu Yoshida 150/147

STAGE 2

Evolves from Flaaffy

Put Ampharos on the Stage 1 card

Ampharos

100 HP

Stage 2 Pokémon

Light Pokémon. Length: 4' 7" Weight: 136 lbs. LV. 0 44

Thundershock Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

Reflect Energy If you have any Benched Pokémon and if there are any basic Energy cards attached to Ampharos, take 1 of those Energy cards and attach it to 1 of those Pokémon. 50

weakness resistance retreat cost

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Illus. Shin-ichi Yoshida

H1/H32 ★

STAGE 1

Evolves from Growlithe

Put Arcanine on this Basic Pokémon

Arcanine

90 HP

Stage 1 Pokémon

Legendary Pokémon. Length: 6' 3" Weight: 342 lbs. ex D C 64

Poké-BODY **Extreme Speed**

You pay ★ less to retreat Arcanine for each Energy attached to it.

Fire Blow You may discard any number of Energy cards attached to Arcanine when you use this attack. If you do, flip a number of coins equal to the number of Energy cards you discarded. This attack does 30 damage plus 30 more damage for each heads.

30+

weakness resistance retreat cost

★ ★ ★

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Illus. Kyoko Umemoto

17/130

STAGE 1

Evolves from Spinarak Put Ariados on the Basic Pokémon

Ariados

70 HP

Stage 1 Pokémon

Long Leg Pokémon. Length: 3' 7" Weight: 74 lbs. 1D © 62

Poké-BODY **Gluey Slime**

As long as Ariados is in play, each player must pay an additional [C] to retreat his or her Active Pokémon. Gluey Slime can't make a player pay more than an additional [C] to retreat a Pokemon, even if there is more than 1 Ariados in play.

Spider Force Flip a coin. If heads, this attack does 20 damage plus 10 more damage. If tails, this attack does 20 damage and the defending Pokémon is now Paralyzed. 20+

weakness resistance retreat cost

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Illus. Shinji Kanda 112/132

STAGE 1 Evolves from Marill Put Azumarill on one Basic Pokémon

Azumarill 70 HP

Stage 1 Pokémon

Aquarabbit Pokémon. Length: 2' 7" Weight: 63 lbs. ID C 65

Poké-POWER **Bubble Trap**

Once during your turn *(before your attack)*, if Azumarill is on your Bench, you may flip a coin. If heads, return Azumarill and all cards attached to it to your hand.

Aqua Sonic Don't apply Resistance. 40

weakness	resistance	retreat cost
×2	-30	★

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STAGE 2

Evolves from Gloom — Put Bellossom on the Stage 1 card

Bellossom

90 HP

Stage 2 Pokémon

Flower Pokémon. Length: 1' 4" Weight: 13 lbs. 10 D 59

Poké-POWER **Flower Supplement**

Once during your turn (before your attack), you may flip a coin. If heads, attach 1 basic Energy card from your hand to 1 of your Benched Pokémon. This power can't be used if Bellossom is affected by a Special Condition.

Knife Leaf Flip 3 coins. This attack does 30 damage times the number of heads. 30×

weakness	resistance	retreat cost
	-30	★, ★

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Illus. Sumiyoshi Kizuki HP0432.jpg

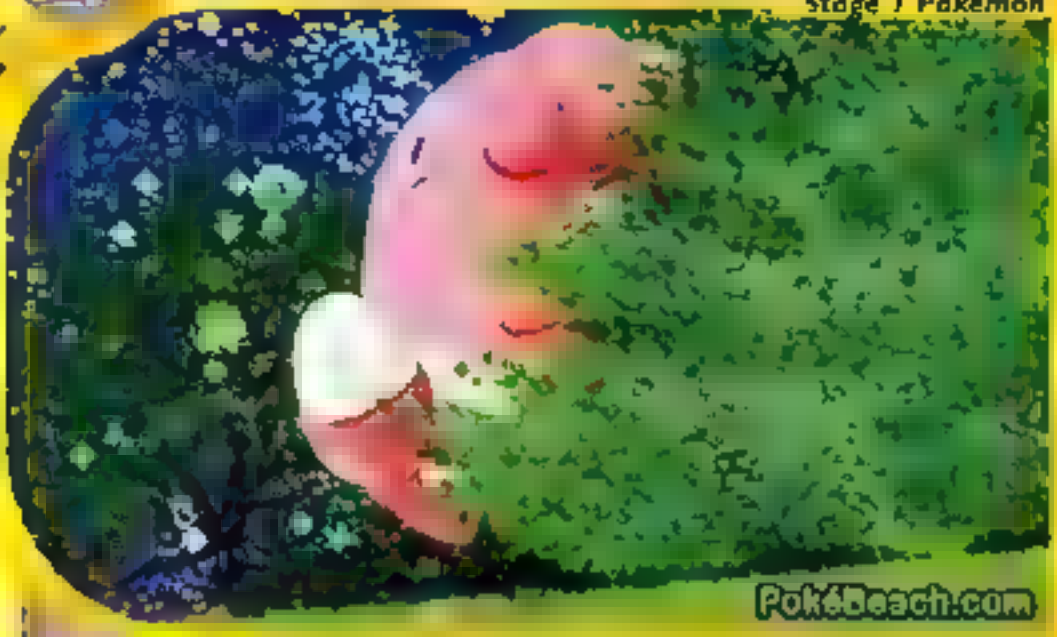
STAGE 1

Evolves from Chansey Put Blissey on the Basic Pokémon

Blissey

120 HP

Stage 1 Pokémon



Happiness Pokémon. Length: 4' 11" Weight: 103 lbs. ID: C-73

Poké-Power **Happy Healing**

Once during your turn *(before your attack)*, choose 1 of your Benched Pokémon and flip a coin. If heads, count the number of Energy attached to Blissey and then remove that many damage counters from the chosen Benched Pokémon. This power can't be used if Blissey is affected by a Special Condition

Smash Bomber Flip a coin. If tails, this attack does nothing. 50

weakness resistance retreat cost

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Illus. Naoyo Kimura

H6/H32

STAGE 1

Evolves from Voltorb Put Electrode on the Basic Pokémon

Electrode

70 HP

Stage 1 Pokémon

Ball Pokémon. Length: 3'11", Weight: 147 lbs. ND C 67

Poké-POWER Super Dynamo

Once during your turn (before your attack), if Electrode is your Active Pokémon, you may flip a coin. If heads, choose a Energy card from your discard pile and attach it to 1 of your Pokémon. This power can't be used if Electrode is affected by a Special Condition.

Swift This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon. 30

weakness resistance retreat cost

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Illus. Shin-ichi Yoshida

17/132

Entei

70 HP

Basic Pokémon

Volcano Pokémon. Length: 6' 11" Weight: 437 lbs. [illegible]

Poké-BODY **Pure Body**

To attach a Energy card from your hand to Entei, you must discard an Energy card attached to Entei. (Attach the Energy, and then discard an Energy from Entei.)

Burning Fang You may flip a coin. If heads, discard a Energy card attached to Entei and the Defending Pokémon is now Burned. 40

weakness	resistance	retreat cost

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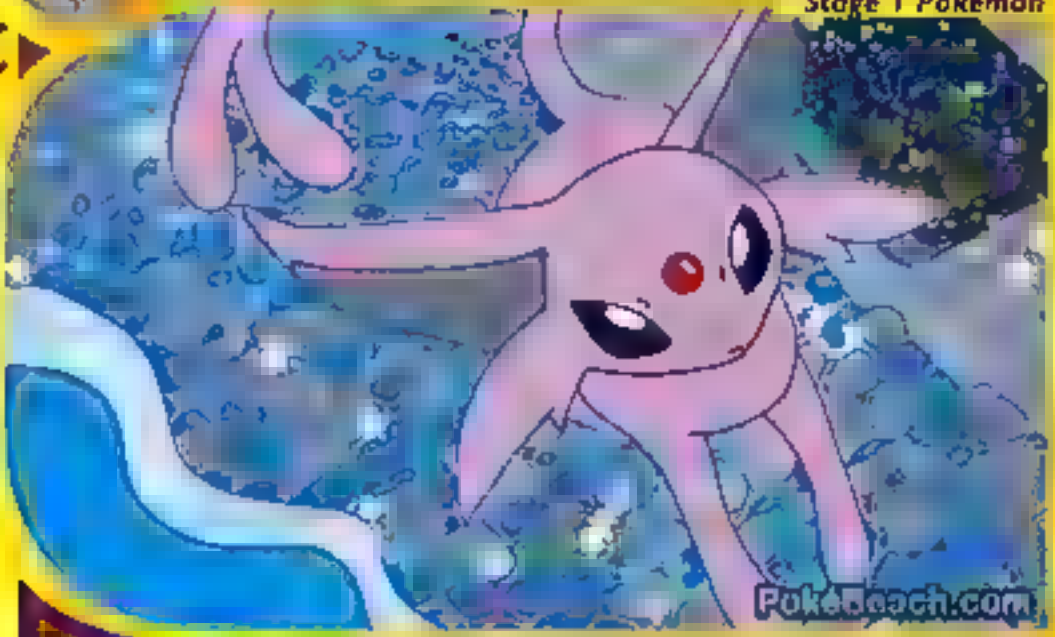
STAGE 1

Evolves from Pikachu

Espeon

80 HP

Stage 1 Pokémon



Sun Pokémon. Length: 2' 11". Weight: 58 lbs. ID C 70

Poké-POWER **Energy Return**

As often as you like during your turn (before your attack), choose an Energy card attached to 1 of your Pokémon and return it to your hand. This power can't be used if Espeon is affected by a Special Condition.

Damage Blast Flip a number of coins equal to the number of damage counters on the Defending Pokémon. This attack does 30 damage plus 10 more damage for each heads. 30+

weakness resistance retreat cost

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Illus. Ryuta

STAGE 1

Evolves from Exeggcute Put Exeggutor on the basic Pokémon

Exeggutor

80 HP

Stage 1 Pokemon

Coconut Pokemon. Length: 6' 7" Weight: 265 lbs. ID: D 58

Super Eggsplosion Discard any number of Energy cards attached to any of your Pokemon. Flip a number of coins equal to the number of Energy cards discarded this way. This attack does 40 damage times the number of heads.

40x

Called Shot Choose 1 of your opponent's Benched Pokemon. This attack does 0 damage times the amount of Energy attached to Exeggutor *(Don't apply Weakness or Resistance for Benched Pokemon.)*

weakness resistance retreat cost

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Illus. Yoshiko Sato

STAGE 1

Evolves from Houndour. Put Houndoom on the Basic Pokémon.

Houndoom 70 HP

Stage 1 Pokémon

Dark Pokemon. Length: 4' 7". Weight: 77 lbs. ◊D C 75

Fireworks Flip a coin. If tails, discard a Energy card attached to Houndoom. 30

Dark Impact The Defending Pokémon can't use any Poké-Powers until the end of your opponent's next turn. 40

weakness resistance retreat cost

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Illus. Kajime Kusajima H11/H32

STAGE 1

Evolves from [illegible]

Hypno

80 HP

Stage 1 Pokémon

Hypnosis Pokémon. Length: 5' 3". Weight: 167 lbs. ID: C 69

Poké-POWER **Sleep Pendulum**

Once during your turn (before your attack), if Hypno is your Active Pokémon, you may make the Defending Pokémon Asleep. This power can't be used if Hypno is affected by a Special Condition.

Spiral Aura If the Defending Pokémon isn't Knocked Out by the damage from this attack, you may choose 1 of your opponent's Benched Pokémon and switch the Defending Pokémon with it. 30

weakness resistance retreat cost

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Illus. [illegible]

STAGE 2

Evolves from Skiploom

Put Jumpluff on the Stage 1 card

Jumpluff

70 HP

Stage 2 Pokémon

Cottonweed Pokémon. Length: 2' 7" Weight: 7 lbs. ND C 63

Poké-BODY **Fluff**

During your opponent's turn, if Jumpluff would be damaged or affected by an opponent's attack and it already has at least 1 damage counter on it, flip a coin. If heads, prevent all effects of that attack (including damage).

Cotton Punch Flip 2 coins. This attack does 30 damage times the number of heads. 30×

weakness resistance retreat cost

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Illus. Yukio [illegible]

STAGE 2

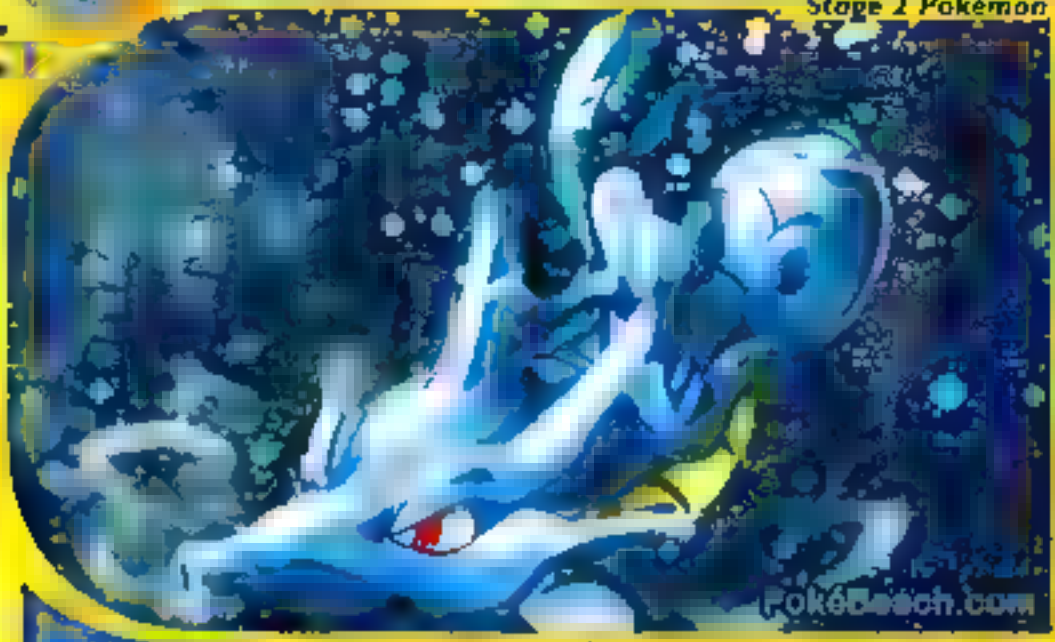
Evolves from Seadra

Put Kingdra on the Stage 1 card

Kingdra

120 HP

Stage 2 Pokémon



Dragon Pokémon. Length: 5' 11" Weight: 335 lbs. 1D D 64

Poké-POWER Water Cyclone

As often as you like during your turn (before your attack), you may move a Energy card from your Active Pokémon to 1 of your Benched Pokémon. This power can't be used if Kingdra is affected by a Special Condition.

Rapids Flip a coin. If heads, discard 1 Energy card attached to the Defending Pokémon, if any. 50

weakness | resistance | retreat cost

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H14/H32

STAGE 1

Evolves from Chinchou Put Lanturn on the Basic Pokémon

Lanturn

80 HP

Stage 1 Pokémon

Light Pokémon, Length: 3' 11", Weight: 50 lbs. ID D 65

Poké-POWER **Ion Coating**

You may use this power once during each of your turns *(before your attack)*. All Energy attached to your Active Pokémon becomes Energy for the rest of your turn. (This effect ends if your Active Pokémon retreats or is returned to your hand.) This power can't be used if Lanturn is affected by a Special Condition.

Electric Tackle This attack does 20 damage plus 0 more damage for each Energy attached to Lanturn. Flip a coin. If tails, Lanturn does 10 damage to itself for each Energy attached to it. **20+**

weakness	resistance	retreat cost
2		

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H15/H32 ★

STAGE 1 Evolves from Magnemite Put Magneton on the Basic Pokémon

Magneton 70 HP

Stage 1 Pokémon

Magnet Pokémon Length 3'3" Weight 132 lbs. 1.0 C 76

POKÉ POWER Magnon

Once during your turn (before your attack), if Magneton is your Active Pokémon, you may flip a coin. If heads, choose 2 of your opponent's Pokémon that have Energy cards attached to them. Choose 1 of the Energy cards attached to each of those Pokémon and switch them between the Pokémon. This power can't be used if Magneton is affected by a Special Condition.

Steel Wave This attack does 10 damage to each of your opponent's Benched Pokémon that are the same type (color) as the Defending Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 30

weakness resistance retreat cost

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H14/H32

STAGE 1

Evolves from Grimer

Put Muk on the Basic Pokémon

Muk

70 HP

Stage 1 Pokémon

Sludge Pokemon. Length: 3' 11" Weight: 66 lbs. (D C 6)

Poké BODY **Heavyweight**

As long as there is a Energy attached to Muk, you must pay an additional to retreat it.

Burning Sludge Flip a number of coins equal to the amount of Energy attached to Muk. If any of them are heads, the Defending Pokémon is now Poisoned and Burned. **10**

weakness resistance retreat cost

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STAGE 2

Evolves from Nidorino Put Nidoking on the Stage 2 card

Nidoking

110

Stage 2 Pokémon

Drill Pokemon. Length: 4' 7" Weight: 137 lbs. ↓D C 71

Poké-POWER **Earth Rage**

Once during your turn *(before your attack)*, if Nidoking is your Active Pokémon, you may flip a coin. If heads, put a damage counter on each of your opponent's Benched Pokémon. This power can't be used if Nidoking is affected by a Special Condition.

Giant Horn Flip a coin. If heads, this attack does 50 damage plus 30 more damage. 50+

weakness resistance retreat cost

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STAGE 1

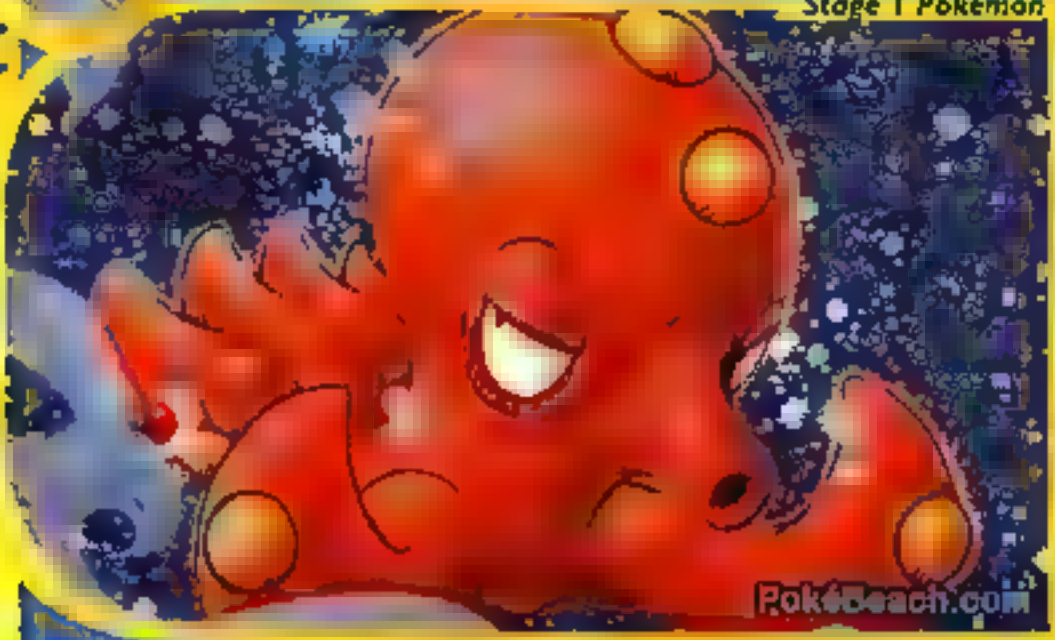
Evolves from Remoraid

Put Octillery on the Basic Pokémon

Octillery

80 HP

Stage 1 Pokémon



Jet Pokémon. Length: 3' 11" Weight: 62 lbs. HP D 63

Poké-BODY **Suction Cups**

As long as Octillery is your Active Pokémon, whenever the Defending Pokémon retreats, discard a [F] Energy card attached to the Defending Pokémon when it goes to the Bench.

Smokescreen If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. 40

weakness	resistance	retreat cost
[L]	[W]	[C][C]

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STAGE 1

Evolves from Scyther Put Scizor on the Basic Pokémon

Scizor

80 HP

Stage 1 Pokemon

Scissors Pokemon Length 5' 11" Weight 260 lbs. 1.0 0.71

Poké BODY

Scizor can't be Poisoned.

Snatch Before doing damage, you may choose 1 of your opponent's Benched Pokemon with no damage counters on it and switch the Defending Pokémon with it. 20

Heavy Metal Flip a number of coins equal to the amount of Energy attached to Scizor This attack does 30 damage plus 20 more damage for each heads. 30+

weakness resistance retreat cost

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H21/H32

STAGE 1

Evolves from Slowpoke

Slowking

80 HP

Stage 1 Pokémon

Royal Pokémon. Length: 6' 7". Weight: 175 lbs. ID: 0067

Bursting Hand Look at your opponent's hand. This attack does 10 damage times the number of Energy cards there. 10×

Shuffle Attack Look at a number of cards on top of your opponent's deck equal to the number of Energy cards attached to the Defending Pokémon. Put those cards in any order and then put them back on top of your opponent's deck. 40

weakness | resistance | retreat cost

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STAGE 1

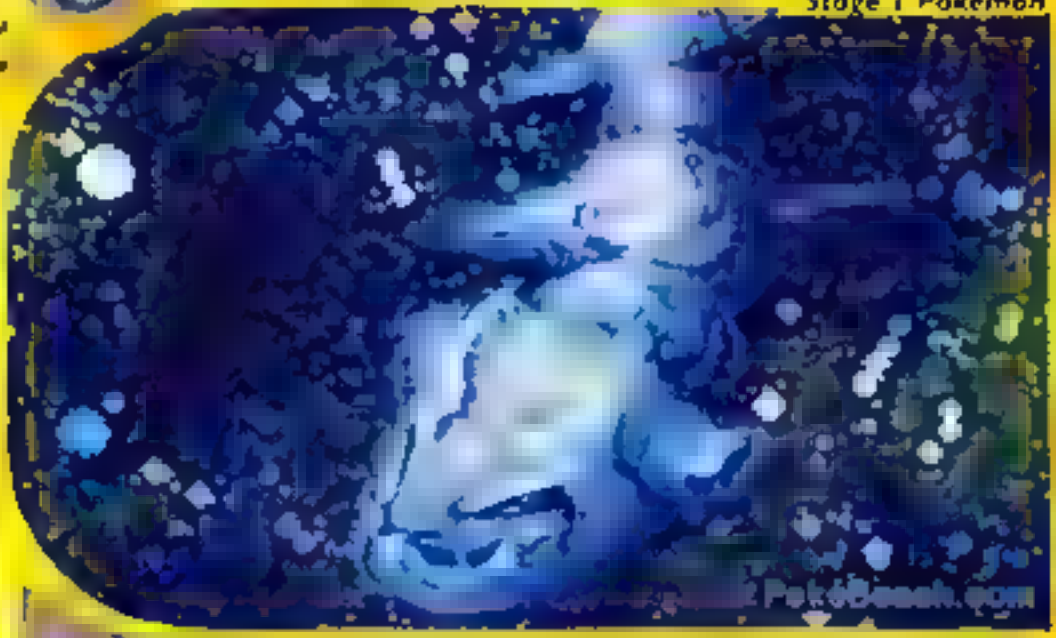
Evolves from Onix

Put Steelix on the Basic Pokémon

Steelix

100 HP

Stage 1 Pokémon



Iron Snake Pokemon. Length: 30' 2". Weight: 882 lbs. HD: D-70

Earth Rift This attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness or Resistance for Benched Pokémon.) Then, flip a coin. If tails, this attack can't be used during your next turn.

10

Iron Smash Flip 2 coins. If both are heads, this attack does 50 damage plus 20 more damage. If both are tails, this attack does nothing. If 1 is heads and 1 is tails, this attack just does 50 damage.

50+

weakness

resistance

retreat cost

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H23/H32

Sudowoodo

60 HP

Basic Pokémon

Imitation Pokémon. Length: 3'11" Weight: 84 lbs. No. 0 68

Copy Choose 1 of the Defending Pokémon's attacks. Copy copies that attack. This attack does nothing if Sudowoodo doesn't have the Energy necessary to use that attack. *(You must still do anything else required in order to use that attack.)*

Energy Draw Search your deck for a basic Energy card and attach it to Sudowoodo. Shuffle your deck afterward.

weakness | resistance | retreat cost

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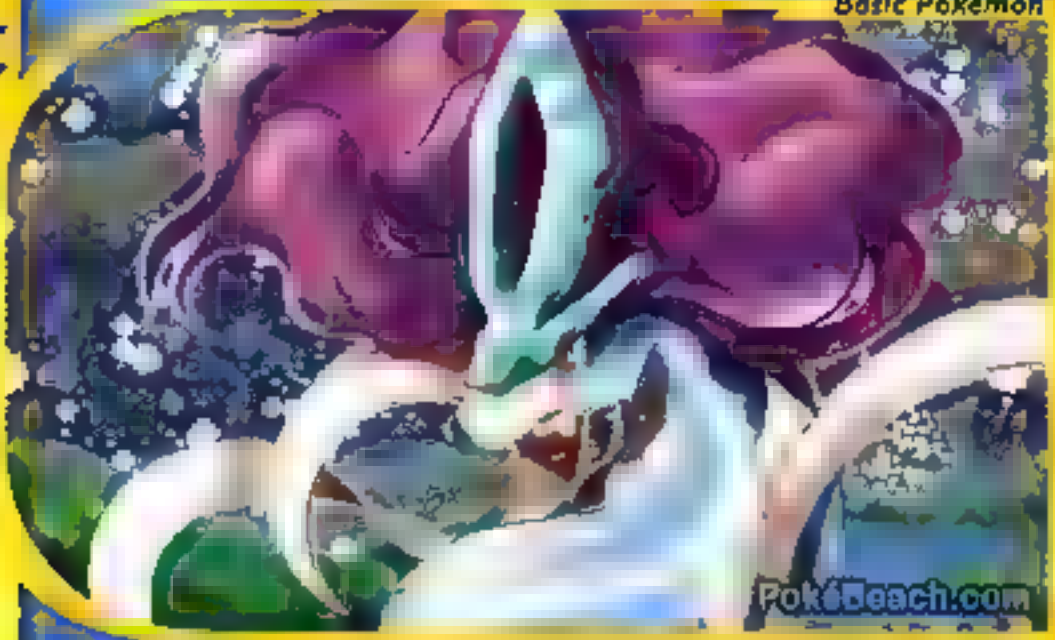
Suicune

70 HP

Basic Pokémon



Aurora Pokemon. Length: 6' 7" Weight: 412 lbs. HP (66

Poké-BODY **Pure Body**

To attach a Energy card from your hand to Suicune, you must discard an Energy card attached to Suicune. (Attach the Energy, and then discard an Energy card from Suicune.)

Hypno Wave Flip a coin. If heads, this attack does 30 damage plus 20 more damage. If tails, this attack does 30 damage and the Defending Pokémon is now Asleep. 30+

weakness	resistance	retreat cost

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H25/H32

STAGE 1

Evolves from Tentacool Put Tentacruel on the Basic Pokémon

Tentacruel

70 HP

Stage 1 Pokémon

Jellyfish Pokémon. Length: 5' 3" Weight: 121 lbs. ID D 62

Poké-POWER **Strange Tentacles**

Once during your turn (before your attack), as long as the number of Energy cards attached to the Defending Pokémon is less than the number of Energy cards attached to your Active Pokémon, you may choose an Energy card, if any, in your opponent's discard pile and attach it to the Defending Pokémon. This power can't be used if Tentacruel is affected by a Special Condition.

Poison Sting Flip a coin. If heads, the Defending Pokémon is now Poisoned 20

weakness resistance retreat cost

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STAGE 1

Evolves from Togepi

Put Togetic on the Basic Pokémon

Togetic

60 HP

Stage 1 Pokémon

Happiness Pokémon. Length: 2' 0", Weight: 7 lbs. Dex: 272

Poké-Power — Miracle Shift

Once during your turn (before your attack), discard a basic Energy card attached to 1 of your Pokémon. Then, choose a basic Energy card from your discard pile and attach it to that Pokémon. This power can't be used if Togetic is affected by a Special Condition.

Mini-Metronome

Flip a coin. If heads, choose 1 of the Defending Pokémon's attacks. Mini-Metronome copies that attack except for its Energy cost. (You must still do anything else required in order to use that attack.) (No matter what type the Defending Pokémon is, Togetic is still .) Togetic performs that attack.

weakness	resistance	retreat cost

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H27/H32

STAGE 2 Evolves from Pupitar Put Tyranitar on the Stage 1 card

Tyranitar 120 HP

Stage 2 Pokémon

Armor Pokemon. Length: 6' 7" Weight: 445 lbs. ©D D 69

Destructive Roar Flip a coin. If heads, discard 1 Energy card attached to 1 of your opponent's Pokémon.

Tail Slap 30

Gigacrush Each player discards the top 3 cards from his or her deck. 60

weakness resistance retreat cost

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STAGE 1

Evolves from Eevee Put Umbreon on the Basic Pokémon

Umbreon

80 HP

Stage 1 Pokémon

Moonlight Pukémon. Length: 3' 3", Weight: 60 lbs. ID: C-74

Poké-POWER Dark Moon

As long as Umbreon is your Active Pokémon and has a Energy attached to it, once during your turn *(before your attack)*, you may look at your opponent's hand. Choose from it a number of cards up to the number of Energy attached to Umbreon and shuffle them into your opponent's deck. Your opponent then draws the same number of cards from his or her deck. This power can't be used if Umbreon is affected by a Special Condition.

Shadow Bind 30

The Defending Pokémon can't retreat during your opponent's next turn.

weakness	resistance	retreat cost
	-30	

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H29/H32 ★

STAGE 2

Evolves from Weepinbell Put Victreebel on the Stage 1 card

Victreebel

90 HP

Stage 2 Pokémon

Flycatcher Pokémon. Length: 5' 7", Weight: 34 lbs. ID: D-57

Poké-Power **Fragrance Trap**

Once during your turn (before your attack), you may flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch the Defending Pokémon with it. This power can't be used if Victreebel is affected by a Special Condition.

Corrosive Acid Flip a coin. If heads, the Defending Pokémon is now Burned. 40

weakness	resistance	retreat cost

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STAGE 2

Evolves from Gloom

Put Vileplume on the Stage 1 card

Vileplume

100 HP

Stage 2 Pokémon

Flower Pokémon. Length: 3' 11", Weight: 41 lbs. ID: D-56

Poison Scent Flip a coin. If heads, the Defending Pokémon is now Poisoned and Confused. If tails, the Defending Pokémon is now Poisoned and Asleep.

Addictive Pollen Flip a coin. If heads, your opponent can't play Supporter cards during his or her next turn.

40

weakness

resistance

retreat cost

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H31/H32

Zapdos

80 HP

Basic Pokémon

Electric Pokémon. Length: 5' 3", Weight: 116 lbs. ID: C-68

Poké-BODY **Anti-Lightning**

You can't attach Energy cards from your hand to Zapdos.

Plasma If there are any Energy cards in your discard pile, flip a coin. If heads, attach 1 of them to Zapdos. 10

Lightning Storm Flip a coin. If tails, put 2 damage counters on Zapdos. 60

weakness | resistance | retreat cost

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H32/H32 ★